Subject: Re: Random problems with destructors in GUI classes
Posted by koldo on Sun, 11 Feb 2018 08:27:23 GMT

mirek wrote on Sun, 11 February 2018 08:33
void PropertiesDlg::OnClose()
{
 measures.Change();

 RejectBreak(IDOK);
 Close(); Close();
}

It should not be a reason for these problems, but Break should be enough here. Why do you call Close twice after that?

Mirek
It was necessary in the past. Now is not. I have just deleted it.