Subject: Re: Random problems with destructors in GUI classes
Posted by koldo on Mon, 12 Feb 2018 21:24:57 GMT
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Well, this does not solve the problem but solves the exception:

```
void ScatterCtrl::DoShowData()
{
 static DataDlg dlg;
 ONCELOCK {
  dlg.Init(*this);
 }
 dlg.Run(true);
}
```
It has been applied to all problematic dialogs. The problems have not been repeated.