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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.

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