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Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Mon, 12 Feb 2018 22:06:48 GMT

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koldo wrote on Mon, 12 February 2018 22:24 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.

OK, that would mean the cause probably really is some destruction order issue. Now we should find and fix it for real...

BTW, why do you use appmodal mode (Run(true))? That is not standard.

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