Subject: Re: Random problems with destructors in GUI classes
Posted by mirek on Sat, 24 Feb 2018 09:28:02 GMT

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

This is fatal error.

a) it will crash if you close scatter ctrl and create another one (because dlg will keep pointer to nonexisting ScatterCtrl)
b) it will behave incorrectly with 2 ScatterCtrls
c) it must work without such trick