
Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Sat, 24 Feb 2018 09:28:02 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.

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
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