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Subject: Re: Random problems with destructors in GUI classes

Posted by [koldo](#) on Fri, 02 Mar 2018 14:00:48 GMT

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Finally the cause was totally unrelated with ScatterCtrl and was caused by SetTimeCallbacks not handled properly.

It has been difficult to find this, but the problems must not be swept under the carpet, and the root cause of them has to be found. A patch is not a solution :)

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