Subject: TopWindow when Close override show exception unduly
Posted by BetoValle on Thu, 04 Feb 2021 14:51:43 GMT

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Hi,

when I create a simple application as shown below and rewrite the close method, when executing the application
memory exception is reported
(under windows 10 / 64bits /memory 8GB / TheIDE 15040 / memory free 42%)

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;
class SMain : public TopWindow {

public:
   typedef SMain CLASSNAME;
   SMain();
   void Close() override {
      delete this; // error show heap is corrupted !!!!
   }

};
SMain::SMain()
{
}

GUI_APP_MAIN
{
 SMain se;
 se.Run();

}
```

in the log file

Heap is corrupted --memory-breakpoint__ 3197158753

Memory at 0x000000000171FBF0, size 0x1 = 1
   +0 0x000000000171FBF0 08   .
***************** PANIC: Heap is corrupted --memory-breakpoint__ 3197158753

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If I don't rewrite the method to close, there is no exception. This means a bug!

Important: I also noticed that if you add a layout containing a menu also with an option to close the screen pointed to the same method, the exception will no longer occur. Perhaps this is why this
issue has not yet become evident.

thanks