Subject: Re: TopWindow when Close override show exception unduly
Posted by Oblivion on Thu, 04 Feb 2021 15:21:39 GMT
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Hello BetoValle,

```
void Close() override {
    delete this; // error show heap is corrupted !!!!
}
```

I don't think there is any bug in U++. You are trying to delete an object within the same object.
That call to TopWindow::Close() will return to its caller, which is the TopWindow itself, and it will
be a freed memory address. So you get heap corruption. Never do that. :)

Not to mention the SMain instance (se) is allocated on stack. You don't need to delete it anyway.

TopWindow::Close() method is useful for cleaning up your code, if required. It is not where you
delete a window. In fact, unless it is absolutely necessary, we avoid using 'delete' in U++.

Best regards,
Oblivion