
Subject: Re: TopWindow when Close override show exception unduly
Posted by [BetoValle](#) on Fri, 05 Feb 2021 02:48:13 GMT
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Hi, Thanks

i create this solution , after understant about ...

```
void Close() override {  
    delete this;    // now it works because it was instantiated as a pointer!!!  
}  
  
GUI_APP_MAIN  
{  
    SMain* se;  
    se = (new SMain);  
    se->OpenMain();  
    se->se.Run(); //Run when associated a especific window or "Ctrl::EventLoop()" when not associated  
    a window  
        // and while any window open  
  
}
```