
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 understand 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 associed a especific window or "Ctrl::EventLoop()" when not associed
    a window
        // and while any window open
}
```
