
Subject: Re: TopWindow when Close override show exception unduly

Posted by [mirek](#) on Sun, 07 Feb 2021 09:31:21 GMT

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Oblivion wrote on Thu, 04 February 2021 16:21Hello 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. :)

That is actually OK if it is the last thing you do to the object, regardless it being in the object's method. Both by C++ standard and U++ Close. Well, should probably be documented.. Similar approach is used here: [https://www.ultimatepp.org/examples\\$UWord\\$en-us.html](https://www.ultimatepp.org/examples$UWord$en-us.html)

In fact, "delete this" is sort of the only "delete" that is allowed in U++ :)

Quote:

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

That is the real problem.

Mirek
