
Subject: [SOLVED] Control4U_demo cannot close ?

Posted by [jibe](#) on Mon, 12 Jun 2017 10:17:06 GMT

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Hi,

I have an app using Control4U, I was a long time not working on it. And now, the app hangs when I open a dialog box using some controls from Control4U.

Trying to understand what happens, I just compile Controls4U_Demo, and I see that it hangs when I try to close the window...

I'm using Linux (Mint Serena) and Upp 11155-xenial-amd64. Is it a problem with this version, or what could happen ?

Subject: Re: Control4U_demo cannot close ?

Posted by [koldo](#) on Tue, 13 Jun 2017 08:37:26 GMT

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Hello Jibe

Yes you are right. Application remains zombie after closing the main window.
I am working to solve it.

Subject: Re: Control4U_demo cannot close ?

Posted by [jibe](#) on Tue, 13 Jun 2017 09:28:18 GMT

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Hi, Koldo,

Thanks for your reply !

Ok, I'll wait for the solution and see later if it solves the problem with my application or not.

BTW, I'll be away for 3 or 4 days, I'll let you know after if the problem is solved for me.

Thanks.

jibe.

Subject: Re: Control4U_demo cannot close ?

Posted by [koldo](#) on Tue, 13 Jun 2017 10:33:25 GMT

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Hello Jibe

Problem is now solved.

Controls4U maintains a global variable with all StaticClock running automatically. However now the destructor is not called (this is a mystery to me), so all clocks remained running even if the program had ended .

Now every clock is removed from that variable when its destructor is called.

Subject: Re: Control4U_demo cannot close ?
Posted by [jibe](#) on Fri, 16 Jun 2017 09:12:04 GMT

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Hi Koldo,

Thank you

It is working well now. This does not solves the problem with my application, but at least I'm sure that it is elsewhere, and almost surely not from Controls4U.

Subject: Re: Control4U_demo cannot close ?
Posted by [koldo](#) on Sun, 18 Jun 2017 15:10:43 GMT

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Does your application use threads?

Subject: Re: Control4U_demo cannot close ?
Posted by [jibe](#) on Mon, 19 Jun 2017 20:19:06 GMT

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Hi Koldo,

Thanks for your help

No, no threads in my app... In fact, the problem was the use of Refresh() in 2 Ctrl's that I wrote, making a loop : One was calling Refresh() making the other to consider that it changed, so it called Refresh(), making the first to consider that it changed and had to call Refresh() ! It was well done before, but I did a (too) quick change recently...

Subject: [SOLVED]Re: Control4U_demo cannot close ?
Posted by [koldo](#) on Tue, 20 Jun 2017 06:37:40 GMT

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OK. If we may help post the details

Subject: Re: Control4U_demo cannot close ?
Posted by [jibe](#) on Mon, 26 Jun 2017 07:00:31 GMT

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Hi, Koldo,

Thank you for your help ! It's working well now... Problem solved !
