
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

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 ! :)
