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Subject: Delete modeless TopWindow based object created with new  
Posted by [awksed](#) on Tue, 18 Dec 2018 17:51:18 GMT

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Where should I delete a modeless TopWindow based object created with new?

In MFC I do it here:

```
virtual void PostNcDestroy()  
{  
    if(m_bModeless)  
        delete this;  
}
```

Thanks

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Subject: Re: Delete modeless TopWindow based object created with new  
Posted by [mirek](#) on Tue, 18 Dec 2018 20:01:46 GMT

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awksed wrote on Tue, 18 December 2018 18:51: Where should I delete a modeless TopWindow based object created with new?

In MFC I do it here:

```
virtual void PostNcDestroy()  
{  
    if(m_bModeless)  
        delete this;  
}
```

Thanks

Usually it is best to turn things and delete in in Close override (which basically is invoked when you activate close from windows or window manager) or in WhenClose.

Generally, you can call it whenever you see fit. delete closes the window if it is open.

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