
Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Fri, 02 Mar 2018 14:07:28 GMT

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koldo wrote on Fri, 02 March 2018 15:00 Finally the cause was totally unrelated with ScatterCtrl and was caused by SetTimeCallbacks not handled properly.

It has been difficult to find this, but the problems must not be swept under the carpet, and the root cause of them has to be found. A patch is not a solution

Excellent! Thank you for the hard work.

I know how complicated it is sometimes. I remember hunting RichEdit bug for two years - it was randomly crashing in my app, like once a month.... (it turned out to be invalid READ - most of time it harmlessly read some random data, but once a month it hit not yet reserved memory).
