



## Re: Closing modeless dialogs

If you get assertions, your program is wrong, and you have to fix it.  
But note that what  
you are showing here is a compiler warning;

No, this is a TRACE output during runtime.

you have not said what the assertion is, what  
file it occurs in, what line it is on, and what version of VS you  
are using.

This is true ;--)

I would post this information if I could reproduce the issue. But today everything is working fine. No warnings, no assertions, and I didn't change anything in my code. Perhaps something was wrong with my Windows yesterday (my system behaved quite strange, reacted slowly and some applications crashed without reason)?

The assertion occurred somewhere inside an MFC file, like wincore.h or cpp. I remember the line number: 1007.

Now my dialog class has the following functions:

- a virtual destructor with `if (m_hWnd) DestroyWindow();`
- a `CloseWindow` function with `if (m_hWnd) DestroyWindow();`
- virtual `OnCancel` and `OnOK`, both empty
- standard constructor and `OnInitDialog`

I create the dialog with `Create(IDD_...)` and `ShowWindow(SW_SHOW)`, and I close the dialog either by calling `CloseWindow` or by deleting the dialog object (when leaving scope). And this works for today – let's see if it still works tomorrow...

Best regards, and thanks for all the replys!  
Torsten

On Tue, 11 Mar 2008 16:52:46 +0100, Torsten Hensel wrote:

I created a simple dialog-based application. Then I created a modeless dialog in `MyApp::InitInstance` – the dialog object is created on the stack. Displaying the dialog works (I call `Create()` first and then `ShowWindow(SW_SHOW)`). But when I close the dialog using either `DestroyWindow()` or `CDialog::OnOK()` I get the following warning (and assertions):  
Warning: calling `DestroyWindow` in `CDialog::~~CDialog` --  
`OnDestroy` or `PostNcDestroy` in derived class will not be called.  
Warning: calling `DestroyWindow` in `CWnd::~~CWnd`; `OnDestroy` or `PostNcDestroy` in derived class will not be called.

Btw. when I use `OnOK` I get only two assertions, with `DestroyWindow` I get three.

## Re: Closing modeless dialogs

I searched for those warnings in google, and I searched for modeless dialogs in general. The only thing I found was to implement the PostNcDestroy function with delete this; But this should only be necessary when creating the dialog object on the heap...

What can I do to prevent this warning? I don't have any idea!