
Subject: Re: Crash in tt.dll

Posted by [danpaul88](#) on Mon, 30 Jul 2012 15:01:58 GMT

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StealthEye wrote on Mon, 30 July 2012 15:28 This is very weird, it ended up calling a dtor for an object while still running its ctor. Unless you hook Set_Object_Dirty_Bits in some plugin or something, I can't see how this happened.

```
class Object
{
    Object::Object
    {
        delete this;
    }

    Object::~Object
    {
        printf ( "BOOM!");
    }
}
```