
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [mirek](#) on Fri, 29 Jan 2010 11:48:59 GMT
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OK, I think have a clue.

Try

```
Callback  Ctrl::CtrlCall;  
static Mutex CtrlCallMutex;
```

```
void WakeUpGuiThread();
```

```
bool Ctrl::DoCall()  
{  
    LLOG("DoCall");  
    GuiLock __;  
    {  
        Mutex::Lock __ (CtrlCallMutex);  
        CtrlCall();  
        CtrlCall.Clear();  
    }  
    LLOG("--- DoCall, nonmain: " << NonMain);  
    return NonMain;  
}
```

```
void Ctrl::ICall(Callback cb)  
{  
    LLOG("Ctrl::Call " << IsMainThread() << ", nonmain: " << NonMain);  
    if(IsMainThread())  
        cb();  
    else {  
        GuiLock __;  
        CallBox cbox;  
        cbox.cb = cb;  
        {  
            Mutex::Lock __ (CtrlCallMutex);  
            CtrlCall = callback1(PerformCall, &cbox);  
        }  
        int level = LeaveGMutexAll();  
        WakeUpGuiThread();  
        LLOG("Waiting for semaphore");  
        if(!Thread::IsShutdownThreads())  
            cbox.sem.Wait();  
        EnterGMutex(level);  
    }  
    LLOG("-- Ctrl::Call " << IsMainThread());
```

```
}
```

Rationale: ProcessEvents is possibly unlocked, I guess especially for DnD loop. It is possible there is a race condition between CtrlCall = assignment and CtrlCall.Clear (if execution of CtrlCall takes long enough).

Mirek
