
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [kohait00](#) on Mon, 01 Feb 2010 13:52:35 GMT
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hi mirek, just to be sure:

```
in Win32Wnd  
in Create0 and ProcessEvent  
you put and left a  
ASSERT(IsMainThread());  
..
```

is that really nessecary? cause there might be cases where another thread starts to execute a dialog, or shouldnt that happen (because thats bad design, good would be gui = main thread)

cheers
