Subject: Re: bug in ImageBuffer::Line() and operator[]
Posted by nixnixnix on Thu, 17 Apr 2008 20:50:06 GMT
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Ok it certainly appears to be an issue with Image and threading.

I reverted to a previous version of my software in which the multithreading worked but even then, when I try to repaint the view while the second thread is accessing the Image, I get the same error. It looks as though only one thread is allowed access to the Image at any one time even though both threads are pointing to the same object.

The attached testcase is a bit of a disappointment in that it does not crash but perhaps there is something dodgy about how things are getting done in it so I included it anyway.

I find in my main app that an ASSERT is failing at Image.cpp line 160.

Nick

File Attachments
1) ImageMT.zip, downloaded 486 times