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Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...

Posted by [tvanriper](#) on Sun, 20 Apr 2008 22:36:12 GMT

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I tried to reproduce it in a simple environment, but it's proving to be difficult.

I suspect the problem has something to do with threading, especially given what I saw in the debugger. As I don't have multiple threads running in my simple environment so far, I may be missing the nature of the problem.

I do not know if it helps to know this, but I used boost::thread for thread support (it has a clean, consistent feel that I like).

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