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

Posted by [mirek](#) on Wed, 23 Apr 2008 08:23:24 GMT

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tvanriper wrote on Sun, 20 April 2008 18:36

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).

Well, if you want to use different threading library, please do not forget to either compile with "USEMALLOC" (and expect some performance loss or call

MemoryFreeThread();

at the end of each thread (otherwise you will have undetected memory leaks). This frees per-thread allocation cache, which in turn is essential for good MT performance.

Mirek

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