
Subject: Re: bug in ImageBuffer::Line() and operator[]
Posted by [mirek](#) on Wed, 23 Apr 2008 08:34:31 GMT
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```
void Layer::MakeLayerAsThread(Layer* pLayer,double op,void* pMain,int n)
{
    ImageMT* ptr = (ImageMT*)pMain;

    Layer* pNewLayer = new Layer(pLayer,op,pMain);

    ptr->AddLayer(pNewLayer);
    ptr->Refresh(); //<< !!! You can only do GUI in the main thread!!!
    AtomicDec(ptr->threads); // the last thing this thread does is clean up
}
```

Calls to anything defined in CtrlCore and beyond is only allowed in the main thread, with the exception of event queue calls.

Means that instead of calling Refresh directly, you must use event queue to pass this into the main thread. Best use

```
void KillSetTimeCallback(int delay_ms, Callback cb, int id);
```

variant (to remove any other identical Refresh from the queue).

Mirek
