

---

Subject: Re: bug in ImageBuffer::Line() and operator[]

Posted by [mirek](#) on Wed, 23 Apr 2008 19:04:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nixnix wrote on Wed, 23 April 2008 13:18 I am getting the issue under Win32 and it doesn't appear to be related to calling Refresh as I get the same behaviour when I comment it out and I have many other functions which don't suffer from this bug although I will replace these calls with PostCallback() just to be sure.

Basically the Image object causes an ASSERT(data) even though the data object is perfectly valid.

Are threads other than the main thread allowed to make and refer to Image objects?

Yes. Anyway, as always with MT, if multiple threads work with single Image variable, you need to serialize access via Mutex.

Quote:

I don't really think I understand what you're telling me here. I am allowed to use PostCallback in threads other than the main right?

Yes, but ONLY PostCallback (and related event queue functions). Anything else in CtrlCore and beyond (-> CtrlLib, RichEdit... anything that includes CtrlCore) is disallowed.

(Draw, OTOH, you can use in multiple threads).

Mirek

---