
Subject: ASSERT(IsMainThread());
Posted by [tojocky](#) on Tue, 19 May 2009 11:56:16 GMT
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Hello Mirek!

I have an error on run a builded application in line ASSERT(IsMainThread());
from uppsrc/Ctrl/CtrlCore/Win32Wnd.cpp in method void Ctrl::GuiSleep(int ms).

What i do wrong? some days ago works fine, but after you added this line its prompt error! Tell me how can I change my code?

The situation is: I call a function in a thread instance, and this function works with GUI (progress). I uses this in GoogleTranslator that I call function in thread for translate a text

this is full method:

```
void Ctrl::GuiSleep(int ms)
{
    GuiLock __;
    =>HERE ASSERT(IsMainThread());
    ELOG("GuiSleep");
    if(EndSession())
        return;
    ELOG("GuiSleep 2");
    int level = LeaveGuiMutexAll();
    #if !defined(flagDLL) && !defined(PLATFORM_WINCE)
    if(!OverwatchThread) {
        DWORD dummy;
        OverwatchThread = CreateThread(NULL, 0x100000, Win32OverwatchThread, NULL, 0,
        &dummy);
        ELOG("ExitLoopEventWait 1");
        ExitLoopEvent().Wait();
    }
    HANDLE h[1];
    *h = ExitLoopEvent().GetHandle();
    ELOG("ExitLoopEventWait 2 " << (void *)*h);
    MsgWaitForMultipleObjects(1, h, FALSE, ms, QS_ALLINPUT);
    #else
    MsgWaitForMultipleObjects(0, NULL, FALSE, ms, QS_ALLINPUT);
    #endif
    EnterGuiMutex(level);
}
```

Add:

I added GoogleTranslator as example.

After build and run application press Translate button for generate error!

File Attachments

1) [GoogleTranslator_2009_05_18.7z](#), downloaded 428 times
