
Subject: Re: ASSERT(IsMainThread());
Posted by [tojocky](#) on Tue, 19 May 2009 17:06:12 GMT
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luzr wrote on Tue, 19 May 2009 18:45 Well, I have fixed this, although I am not quite sure if there is any good use to call GuiSleep from non-main thread:

GuiSleep waits at most given time, but waiting stops if there are any input events (like MouseDown) to be processed. Anyway, processing messages is always performed by the main thread, so it is questionable why is GuiSleep good for non-mains.

Mirek
In base my example what is the solution?
