
Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Fri, 31 Jul 2009 17:04:19 GMT
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koldo wrote on Wed, 29 July 2009 07:16Hello Mirek

I have tried both samples GuiMT amd GuiLock.

GuiLock is simpler but I have realized that while moving application window GuiLock gets stucked but GuiMT follows refreshing the window. This is a nice behaviour. What could it be ?

In the same GuiMT changing
PostCallback(callback2(f.gui, &Divisors::ShowResult, f.line, "working..." + r1 + r2));
with
f.gui->table.Set(f.line, 1, "working..." + r1 + r2));

The program works but GuiMT gets stucked.

Careful there. The real problem with MT is that some synchronization bugs happen with low probability - that means the app seems to work, but might crash once a hour or week.

Mirek

Best regards
Koldo

Addendum:

I have tested both in linux and the window is refreshed while it is moved

Addendum 2:

Compiled with MinGW GUIMT works but GUILock gets hanged with this message "Assertion failed in C:\upp\uppsrc\Draw\DrawLock.cpp, line 28 sGLockLevel > 0".

In post <http://www.ultimatepp.org/forum/index.php?t=msg&th=4145&start=0> Mirek says

Quote:You cannot do MT in mingw.

Is this just temporal ?. If not I think it would have to be indicated in the documentation[/quote]