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Subject: Re: bug with displayPopUp with MT  
Posted by [mirek](#) on Tue, 11 Aug 2009 17:38:44 GMT  
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cocob wrote on Tue, 11 August 2009 10:32I have some problems with my multithreaded app.

It seems to be related with tooltips when somes Ctrl are not totally initialized by the other thread.

For the moment i have solved my problems (crashs) with this fix.

LabelBase.cpp line 449:

```
void DisplayPopup::Paint(Draw& w)
{
    Rect r = GetSize();
    w.DrawRect(r, SColorPaper);
    if(display) display->PaintBackground(w, r, value, ink, paper, style);
    r.left += margin;
    if(display) display->Paint(w, r, value, ink, paper, style);
}
```

Do you conform to synchronization rules?

Any Ctrl related operation needs GuiLock, are you aware about that?

Mirek

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