
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [kohait00](#) on Thu, 28 Jan 2010 23:22:51 GMT
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2 cores here, one needs to play something with the element, dragging it in the tree without release, it does not hang immediately. slows down, later it hangs. sometimes it hangs as soon as released.

this is really weird. i was trying to investigate what kind of mutexes are involved. there is the NonMainMutex, sGLock, and also one needs to consider the semaphore wait in ICall interface. maybe the threads just inject themselves at a point when calling Refresh and locking GuiLock, not being able to continue due to wait for semaphore of ICall, which is released after completion of ICall in main thread, which in turn can't complete the call, cause the DragAndDrop thing is doing a release LeaveGMutexAll, performing the draganddrop and not being able to EnterGMutex(level) anymore, cause one of the worker threads has started something. but there you also do a leave/wait for semaphore/enter, so GuiLock is not acquired there. man, no idea

i'll watch on that, thanks

BTW: have you spent any thoughts on integrating the high performance stuff of completion ports for sockets/files, both on win32 and linux (real kernel aio, not the posix intermediate rubbish)?
