Subject: Re: DnD hangs in MT Refresh()ing
Posted by kohait00 on Fri, 29 Jan 2010 08:32:59 GMT

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got some investigation on it (on MY app, not the CoWorker, but should be similar, i checked it, it behaves like that):

the problem even occurs with only 1 worker thread
(replacing the whole CoWork co with a Thread th and Run() the DoRefresh cb there)

DoCall() in Win32Wnd.cpp:747 always returns true (because NonMain counter is up to 25), so the ProcessEvent(bool *quit) cant go on processing other stuff and do a repaint on gui or dispatch user events.

the sGLock is owned by GUI thread, GuiSleep is running and so releasing GUI mutex sGLock from time to time, so potential other threads in need of gui lock, should run right.

the NonMainLock is owned by a worker thread and is not released anymore, there comes the deadlock, but NOT with the gui mutex, for sure, maybe the semaphore.wait in ICall or Call interface.

What is the NonMainMutex actually for? i think that is more or less the problem..

any idea?