Subject: Re: DnD hangs in MT Refresh()ing
Posted by mirek on Fri, 29 Jan 2010 09:34:28 GMT

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kohait00 wrote on Fri, 29 January 2010 03:32
What is the NonMainMutex actually for? i think that is more or less the problem..

To block any other non-main thread trying to Call GUI thread at the same time.