Subject: Re: DnD hangs in MT Refresh()ing
Posted by mirek on Fri, 29 Jan 2010 10:17:31 GMT

kohait00 wrote on Fri, 29 January 2010 04:31one more:

indeed, in CtrlMT.cpp
void Ctrl::ICall(Callback cb)

is suffering a not release of semaphore due to an early CtrlCall.Clear in a DoCall somewhere in between, maybe from another thread??, so that the PerformCall cant be executed, which would release the semaphore...is there any other thread accessing DoCall?

This is exactly what NonGuiMutex is supposed to avoid... But something went wrong.