
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [mirek](#) on Fri, 29 Jan 2010 10:57:57 GMT
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Another thread should not be running ProcessEvents, that is the whole point of this charade..

The real problem that causes all this is that GetMessage is only receiving messages for windows created by calling thread. That is why we need to "call" the main thread to both create windows and to receive messages.
