

---

Subject: Re: DnD hangs in MT Refresh()ing  
Posted by [mirek](#) on Fri, 29 Jan 2010 12:21:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

kohait00 wrote on Fri, 29 January 2010 07:08GOOD NEWS mirek...it works for me !! but not for the CoWork

i tested my software under pretty heavy conditions. my software does NOT hang. thanks a LOT!! that's driven me crazy a week now.

Glad to hear that. This stuff is really complicated...

Quote:

i should have provided you the info that in deed, the worker threads perform a long enough task on the gui, just like you guessed. sorry for that. i think this will become a patch. are there any drawbacks on that? performance hits, deadlock potentials? (the more mutexes one uses

If there is any performance impact, it is negligible. And race conditions are bugs in any case! Incorrect code has to be fixed.

Quote:

but the CoWork test has failed. it seems to have another problem in CoWork anyway, cause one can still click and see the title change the caption, so the message queue is running.

i could not grasp the exact error there, have you been able to reproduce the hang in the custom CoWork??

Unfortunately, no. Frankly, this use of CoWork is very weird, but I understand it is just testcase.

In any case, the exit strategy of this testcase is invalid - it freezes on close and rightfully so. But that is another issue, I guess...

Quote:

interestingly enough, when the test application "freezes", it seems only the worker threads freeze, as soon as you change the size of the window or minimize/maximize, it continues again. just go on posting if you cant reproduce it. ill try it here.

Yes, I cannot reproduce it...

Mirek

---