Subject: Re: DnD hangs in MT Refresh()ing
Posted by kohait00 on Fri, 29 Jan 2010 12:32:55 GMT

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well indeed, it was only a test case, i was not worried about correct close or the like, it even produces mem leaks..
it was the easiest way to set up a bunch of worker threads that do something in the manner my software is doing (receiving stuff over sockets and completion port threads) and manipulating directly the gui.. but....it produced a different issue nevermind.
thank you a LOT really.