
Subject: Re: DnD hangs in MT Refresh()
Posted by [mirek](#) on Fri, 29 Jan 2010 13:49:10 GMT

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kohait00 wrote on Fri, 29 January 2010 07:32well 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.

Thanks to you, stupid bug gone.

The problem with GuiLock is that it is relatively recent (2009) and it not many people are really developing MT apps that depend on it. So some quirks are to be expected.

Still, we should try to fix a testcase as well... I will try on my dualcore notebook.
