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Subject: Re: DnD hangs in MT Refresh()ing  
Posted by [kohait00](#) on Fri, 29 Jan 2010 15:40:54 GMT  
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i will investigate my self on that as well this weekend, maybe i can provide something.

BTW: in heapdbg.cpp:60

```
static
#ifdef flagMT
#ifdef COMPILER_MSC
__declspec(thread)
#else
__thread
#endif
#endif
dword s_ignoreleaks;
```

could be replaced with

```
static thread__ dword s_ignoreleaks;
```

for consistency, so the thread\_\_ def is used everywhere.

BTW2: remember the Timer package i postet recently? you asked to push it into bazaar and someone told me there to ask for bazaar svn commit rights..how is that? you also can put it there yourself.

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