
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [mirek](#) on Tue, 02 Feb 2010 18:15:33 GMT
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kohait00 wrote on Mon, 01 February 2010 08:52hi mirek, just to be sure:

```
in Win32Wnd
in Create0 and ProcessEvent
you put and left a
ASSERT(IsMainThread());
..
```

is that really nessecary? cause there might be cases where another thread starts to execute a dialog, or shouldnt that happen (because thats bad design, good would be gui = main thread)

cheers

I believe it is ok - another thread can never execute a dialog DIRECTLY.

See explanation above - it is because all messages are associated with a thread that created the window (by Win32). That is the reason we need all that stupid machinery of "calling to the main thread" - if non-main thread wants to create a window, it is done by Call or ICall -> this puts the request for the main thread, which, when idle (event queue empty), adopts a request and performs it. Non-main thread waits blocked by semaphor, main thread releases the semaphor when request finished. That way, all windows are created by the main thread and all message loops are performed by the main thread too...

Mirek
