
Subject: Re: ArrayCtrl Write To Freed Memory Detected

Posted by [dolik.rce](#) on Tue, 13 Dec 2011 21:06:43 GMT

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Hi Kevin,

I believe that the piece you're missing is GuiLock. The access to GUI must be serialized, when using multiple threads. See the GuiLock reference example. Second possible solution is to use only one thread to access GUI and send all the actions from threads through a queue. This is illustrated in GuiMT reference example. The GuiLock method is simpler and preferred.

Best regards,
Honza
