Subject: Re: Deadlock - what LeaveGMutexAll does?
Posted by mirek on Sat, 07 Jan 2012 14:04:53 GMT

pete82 wrote on Sat, 07 January 2012 07:21I solved it by queing all "Refresh" and all the other GUI calls to the main thread (which is quite uncomfortable).

Thank you for explanation, but do i understand correctly (also looking at the code), that the main thread is unlocking lock which it doesn't own?

No, non-main thread is unlocking its own lock on GUI, so that main thread can proceed.