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Subject: Fatal error - GuiLock

Posted by [nneilson](#) on Wed, 08 May 2013 01:43:43 GMT

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This only happens when the app is built in debug mode.

Fatal error

Assertion failed in C:\upp\uppsrc\CtrlCore\CtrlDraw.cpp, line 13

Using GUI in non-main thread without GuiLock

From inside another thread it is trying to change the data in a GUI EditField.

This is not a problem when built in Optimal, Speed or Size mode.

I have been using code for years without a GuiLock without problems. In java I had to inclose in try/catch.

I tried to run in debug and was curious as to why this pops up and kills the app.

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