Subject: Re: ArrayCtrl: GPF when thread Add(), PopUpEx, and Scroll collide
Posted by bushman on Fri, 05 Jul 2013 02:05:05 GMT

I've been experiencing basically a very similar problem in Windows 7 lately:
I'm running a MT app that spawns a background thread to populate an ArrayCtrl, while keeping the GUI available for user inputs. If I hover the mouse quickly over the ArrayCtrl while it is getting fresh rows, it's not really difficult to reproduce the same ASSERT(!IsChild() && !IsOpen()); crash around line 568 of Win32Win.cpp. I'm GuiLock __ -ing ArrayCtrl when adding rows.
I tried this hack, as Alendar suggested in his post, and had no more crashes since then:

```
void Ctrl::Create0(Ctrl::CreateBox *cr)
{
 GuiLock __;
 ASSERT(IsMainThread());
 LLOG("Ctrl::Create(parent = " << (void *)parent << ") in " <<UPP::Name(this) << LOG_BEGIN);
 if (IsOpen()) {
  LLOG("Ctrl::Create0 IsOpen = True");
  Close(); // HACK
 }
 ASSERT(!IsChild() && !IsOpen());
     ...
```

Can someone give a hint on what is possibly going on here?
tks!