

Hi,

Here's the backtrace for 13068:

Thread ID: 149c3f0

```
Upp::Dbl_Unlink<Upp::Heap::DLink>(x=14fc259ef30->{ next=ff182616ff152412,
prev=ff1a2616ff172212 })
Upp::Heap::DLink::Unlink()
Upp::Heap::DivideBlock(b=14fc259ef30->{ next=ff182616ff152412, prev=ff1a2616ff172212 },
size=4016)
Upp::Heap::TryLAlloc(ii=38 '&', size=4016)
Upp::Heap::LAlloc(size=72cf1d1a0->4016)
Upp::Heap::AllocSz(sz=72cf1d1a0->4016)
Upp::MemoryAlloc_(sz=4016)
Upp::MemoryAlloc(size=3752)
operator new[](size=3752)
Upp::Buffer<Upp::RGBA>::Alloc(size=938)
Upp::RasterEncoder::Create(sz=72cf1d2d8->{ cx=938, cy=2 })
Upp::RasterEncoder::Create(sz=72cf1d330->{ cx=938, cy=2 }, pal_raster=72cf1d510->{ })
Upp::Rescale(tgt=72cf1d560->{ size={ cx=938, cy=2 }, dots={ cx=0, cy=0 }, hotspot={ x=0, y=0 },
line=7ff78094ff18, scanline={ ptr=0?? }, line_bytes=-1011478400, h={ ptr=0 }, palette={ ptr=0 },
palette_cv={ ptr=0 }, format={ type=9, rmask=7, gmask=2128677031, bmask=32759, rpos=2,
gpos=1, bpos=0, apos=3 }, tsz=72cf1d548->{ cx=938, cy=2 }, src=72cf1d510->{ },
src_rc=72cf1d8d8->{ left=2, top=0, right=18, bottom=2 }, progress=72cf1d540->{ ptr=0 })
Upp::Rescale(src=72cf1d8e8->{ data=14ffa1433a0 }, sz=72cf1d690->{ cx=938, cy=2 },
src_rc=72cf1d8d8->{ left=2, top=0, right=18, bottom=2 }, progress=72cf1d688->{ ptr=0 })
Upp::ChImageMaker::Make()
Upp::sclImageMaker::Make(object=14fc3b610a0->{ data=0 })
Upp::LRUCache<Upp::Image,Upp::String>::Get(m=72cf1d808->{ })
Upp::MakeImage__(m=72cf1d8c8->{ }, paintonly=0)
Upp::MakeImage(m=72cf1d8c8->{ })
Upp::ChDraw(w=72cf1eec0->{ }, x=2, y=0, cx=938, cy=2, img=72cf1d958->{ data=14ffa1433a0 },
src=72cf1dcb8->{ left=2, top=0, right=18, bottom=2 })
Upp::StdChLookFn(w=72cf1eec0->{ }, r=72cf1e008->{ left=0, top=0, right=942, bottom=1590 },

q=72cf1df98 }, svo=7ff78069cfe0 }, op=2)
Upp::sChOp(w=72cf1eec0->{ }, r=72cf1e008->{ left=0, top=0, right=942, bottom=1590 },

q=72cf1df98 }, svo=7ff78069cfe0 }, op=2)
Upp::ChPaintEdge(w=72cf1eec0->{ }, r=72cf1e008->{ left=0, top=0, right=942, bottom=1590 },
```

```

q=72cf1df98 }, svo=7ff78069cfe0 })
Upp::LookFrame::FramePaint(w=72cf1eec0->{ }, r=72cf1e008->{ left=0, top=0, right=942,
bottom=1590 })
Upp::Ctrl::CtrlPaint(w=72cf1eec0->{ pageSize={ cx=3840, cy=2160 }, nativeSize={ cx=3840,
cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=754052888, y=7 }, cloff={ vector={ vector=14fc25317a0, items=8, alloc=8 }
}, drawingclip={ left=0, top=0, right=942, bottom=1590 }, .. }, clip=72cf1e578->{ left=0, top=0,
right=942, bottom=1993 })
Upp::Ctrl::CtrlPaint(w=72cf1eec0->{ pageSize={ cx=3840, cy=2160 }, nativeSize={ cx=3840,
cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=754052888, y=7 }, cloff={ vector={ vector=14fc25317a0, items=8, alloc=8 }
}, drawingclip={ left=0, top=0, right=942, bottom=1590 }, .. }, clip=72cf1e898->{ left=0, top=0,
right=3840, bottom=1993 })
Upp::Ctrl::CtrlPaint(w=72cf1eec0->{ pageSize={ cx=3840, cy=2160 }, nativeSize={ cx=3840,
cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=754052888, y=7 }, cloff={ vector={ vector=14fc25317a0, items=8, alloc=8 }
}, drawingclip={ left=0, top=0, right=942, bottom=1590 }, .. }, clip=72cf1ebb8->{ left=0, top=0,
right=3840, bottom=1993 })
Upp::Ctrl::CtrlPaint(w=72cf1eec0->{ pageSize={ cx=3840, cy=2160 }, nativeSize={ cx=3840,
cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=754052888, y=7 }, cloff={ vector={ vector=14fc25317a0, items=8, alloc=8 }
}, drawingclip={ left=0, top=0, right=942, bottom=1590 }, .. }, clip=72cf1f500->{ left=0, top=0,
right=3840, bottom=2035 })
Upp::Ctrl::UpdateArea0(draw=72cf1f590->{ pageSize={ cx=3840, cy=2160 }, nativeSize={
cx=3840, cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=2128683405, y=32759 }, cloff={ vector={ vector=0, items=0, alloc=0 } },
drawingclip={ left=-1073741823, top=-1073741823, right=1073741823, .. }, .. }, clip=72cf1f500->{
left=0, top=0, right=3840, bottom=2035 }, backpaint=2)
Upp::Ctrl::UpdateArea(draw=72cf1f590->{ pageSize={ cx=3840, cy=2160 }, nativeSize={
cx=3840, cy=2160 }, nativeDpi={ cx=192, cy=192 }, palette=0, color16=0, is_mono=0, native=0,
actual_offset_bak={ x=2128683405, y=32759 }, cloff={ vector={ vector=0, items=0, alloc=0 } },
drawingclip={ left=-1073741823, top=-1073741823, right=1073741823, .. }, .. }, clip=72cf1f500->{
left=0, top=0, right=3840, bottom=2035 })
Upp::Ctrl::WindowProc(message=15, wParam=0, lParam=0)
Upp::TopWindow::WindowProc(message=15, wParam=0, lParam=0)
Upp::Ctrl::WndProc(hWnd=4104d6->{ unused=?? }, message=15, wParam=0, lParam=0)
CallWindowProcW()
DispatchMessageW()
IsWindowVisible()
KiUserCallbackDispatcher()
NtUserDispatchMessage()
DispatchMessageW()
Upp::Ctrl::sProcessMSG(msg=72cf1fbc0->{ hwnd=4104d6, message=15, wParam=0, lParam=0,
time=613725437, pt={ x=947, y=913 } })
Upp::Ctrl::ProcessEvent(quit=72cf1fc50->0)
Upp::Ctrl::ProcessEvents(quit=72cf1fc50->0)

```

```
Upp::Ctrl::EventLoop(ctrl=0)
GuiMainFn_()
Upp::AppExecute__(app=7ff77ed11c6e)
WinMain(hInstance=7ff77ece0000->{ unused=9460301 }, __formal=0, lpCmdLine=14fc0921b43
"", nCmdShow=10)
invoke_main()
__srt_common_main_seh()
__srt_common_main()
WinMainCRTStartup()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
NtWaitForMultipleObjects()
WaitForMultipleObjectsEx()
Ordinal154()
Ordinal154()
Ordinal154()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForWorkViaWorkerFactory()
RtlInitializeResource()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForWorkViaWorkerFactory()
RtlInitializeResource()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwDelayExecution()
SleepEx()
LicenseEnforcement::t1cb()
<lambda_2eac692c55e4d4ef341436c9b465fd37>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_2eac692c55e4d4ef341436c9b465fd37>
>::Execute()
```

```
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc26e27e0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc26e27e0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc09b7940)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwDelayExecution()
SleepEx()
LicenseEnforcement::t2cb()
<lambda_2eac692c55e4d4ef341436c9b465fd37>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_2eac692c55e4d4ef341436c9b465fd37>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc26e27a0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc26e27a0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc09b79d0)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForWorkViaWorkerFactory()
RtlInitializeResource()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForWorkViaWorkerFactory()
RtlInitializeResource()
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
```

```
Upp::CoWork::Pool::ThreadRun(tno=0)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751660)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751660)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc38fc8e0)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=2)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751620)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751620)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc3902970)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=1)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751720)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751720)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc390eec0)
```

BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60, LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff, SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=3)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator()()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>>::Execute()
Upp::Function<void __cdecl(void)>::operator()()
Upp::sThreadRoutine(arg=14fc2751860)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751860)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc39024e0)
BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60, LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff, SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=4)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator()()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>>::Execute()
Upp::Function<void __cdecl(void)>::operator()()
Upp::sThreadRoutine(arg=14fc2751920)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751920)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc3910b00)
BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()

```

SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=7)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751b60)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751b60)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc394b760)
BaseThreadInitThunk()
RtlUserThreadStart()

```

Thread ID: 149c3f0

```

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=5)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc27519e0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc27519e0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc38f90e0)
BaseThreadInitThunk()
RtlUserThreadStart()

```

Thread ID: 149c3f0

```

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=6)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()

```

```
Upp::Function<void __cdecl(void)>::operator>()  
Upp::sThreadRoutine(arg=14fc2751aa0)  
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751aa0)  
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc394b440)  
BaseThreadInitThunk()  
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()  
RtlSleepConditionVariableCS()  
SleepConditionVariableCS()  
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,  
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,  
SpinCount=33556432 }, mti=0 })  
Upp::CoWork::Pool::ThreadRun(tno=8)  
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()  
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>  
>::Execute()  
Upp::Function<void __cdecl(void)>::operator>()  
Upp::sThreadRoutine(arg=14fc2751c20)  
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751c20)  
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc3983cd0)  
BaseThreadInitThunk()  
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()  
RtlSleepConditionVariableCS()  
SleepConditionVariableCS()  
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,  
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,  
SpinCount=33556432 }, mti=0 })  
Upp::CoWork::Pool::ThreadRun(tno=9)  
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()  
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>  
>::Execute()  
Upp::Function<void __cdecl(void)>::operator>()  
Upp::sThreadRoutine(arg=14fc2751ce0)  
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751ce0)  
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc3983fd0)  
BaseThreadInitThunk()  
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=fffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=10)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751da0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751da0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc3984820)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=fffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=11)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751e60)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751e60)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc39a0cc0)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=fffffffffffff,
SpinCount=33556432 }, mti=0 })
```

```
Upp::CoWork::Pool::ThreadRun(tno=12)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751f20)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751f20)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc4b8cc00)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=fffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=13)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc2751fe0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc2751fe0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc4b8cf10)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=fffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=14)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator>()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator>()
Upp::sThreadRoutine(arg=14fc3ac10e0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc3ac10e0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc39a58a0)
```

BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60, LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff, SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=15)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator()()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>>::Execute()
Upp::Function<void __cdecl(void)>::operator()()
Upp::sThreadRoutine(arg=14fc3ac11a0)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc3ac11a0)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc4bb6d60)
BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60, LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff, SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=16)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator()()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>>::Execute()
Upp::Function<void __cdecl(void)>::operator()()
Upp::sThreadRoutine(arg=14fc3ac1260)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc3ac1260)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc39a7fb0)
BaseThreadInitThunk()
RtlUserThreadStart()

Thread ID: 149c3f0

ZwWaitForAlertByThreadId()
RtlSleepConditionVariableCS()

```
SleepConditionVariableCS()
Upp::ConditionVariable::Wait(m=7ff780942fa8->{ section={ DebugInfo=14ff3c2cf60,
LockCount=-1, RecursionCount=0, OwningThread=0, LockSemaphore=ffffffffffffff,
SpinCount=33556432 }, mti=0 })
Upp::CoWork::Pool::ThreadRun(tno=17)
<lambda_dd03c9ba596f2864e900bd67a2cd4ace>::operator()()
Upp::Function<void __cdecl(void)>::Wrapper<<lambda_dd03c9ba596f2864e900bd67a2cd4ace>
>::Execute()
Upp::Function<void __cdecl(void)>::operator()()
Upp::sThreadRoutine(arg=14fc3ac1320)
invoke_thread_procedure(procedure=7ff77f21b130, context=14fc3ac1320)
thread_start<unsigned int (__cdecl*)(void * __ptr64)>(parameter=14fc39a9bb0)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Thread ID: 149c3f0

```
NtUserGetMessage()
GetMessageA()
Upp::Ctrl::Win32OverwatchThread(__formal=0)
BaseThreadInitThunk()
RtlUserThreadStart()
```

Best regards,

Tom
