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Subject: Re: Problem breaking loop (with close button) in main thread

Posted by [awksed](#) on Tue, 18 Oct 2022 23:11:56 GMT

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Hi Lance,

Thanks for your reply.

Quote:

I am feeling your original code didnot prepare for the case when the WaitForSingleObject call actually succeeds

The function has worked perfectly for the last 5 years (about 5,000,000 calls) until the mutex was not acquired (which has happened only once - the other day).

GuiAcquireMutex() is called multiple times within a function (that calls many sub-functions - about 10,000 lines of code) called by Paint() to refresh the data required for Paint() to redraw 2 complex graphs. So PostCallback() would be rather difficult to implement.

I am probably being a little pedantic but I like my apps to fail gracefully rather than freeze for a minute before telling the user to restart it.

Thanks for your thoughts.

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