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

Posted by [Lance](#) on Wed, 19 Oct 2022 00:42:02 GMT

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In the loop (by goto, there is an implicit loop), if you call ProcessEvent, which gives chance for Paint() who will call this function one more time and stuck in the same [b]WaitForSingleEvent[b] failure, and it will call [b]ProcessEvents[b] in its waiting loop, ... it goes on until stack is exhausted. I might be wrong, but that's my gut's feeling why adding ProcessEvent doesn't work for you.

I would add some check like this:

```
DWORD GuiAcquireMutex(HANDLE hMutex, DWORD dwTimeout)
{
    static int inthecall;

    if( inthecall )
        return ERROR_IN_CALL; // define this value yourself
    ++inthecall;
    if(hMutex == INVALID_HANDLE_VALUE)
        return ERROR_INVALID_HANDLE;

    long long lNow;
    long long lStart    = GetMilliTime();
    long long lEnd      = lStart + (long long) dwTimeout;
    DWORD     dwShortTimeout = 1000;    // 1 second
    DWORD     dwLastError;
    DWORD     dwWaitResult;
    ....
}
```

Make sure you --inthecall; in all branches before leaving the function.

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