
Subject: Re: Core multithread dangers
Posted by [mirek](#) on Sat, 04 Feb 2006 11:14:14 GMT
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Well, thining about issue and going through the Core...

I have found many places where MT is broken - most of them will not affect normal apps, but anyway...

I already have MT on ToDo list, but it turns out that careful audit of sources will be needed. I hope to get it done while working on new Draw.

I am also considering another MT option for GUI - perhaps it is not that bad idea to provide single GUI critical section that would got locked while processing input events - other threads of MT GUI app would simply lock this section before calling methods of any widget.

Mirek
