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Subject: bug with displayPopUp with MT  
Posted by [cocob](#) on Tue, 11 Aug 2009 14:32:45 GMT  
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I have some problems with my multithreaded app.

It seems to be related with tooltips when some Ctrl are not totally initialized by the other thread.

For the moment i have solved my problems (crashes) with this fix.

LabelBase.cpp line 449:

```
void DisplayPopup::Paint(Draw& w)
{
    Rect r = GetSize();
    w.DrawRect(r, SColorPaper);
    if(display) display->PaintBackground(w, r, value, ink, paper, style);
    r.left += margin;
    if(display) display->Paint(w, r, value, ink, paper, style);
}
```

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Subject: Re: bug with displayPopUp with MT  
Posted by [mirek](#) on Tue, 11 Aug 2009 17:38:44 GMT  
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cocob wrote on Tue, 11 August 2009 10:32 I have some problems with my multithreaded app.

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}
```

Do you conform to synchronization rules?

Any Ctrl related operation needs GuiLock, are you aware about that?

Mirek

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Subject: Re: bug with displayPopUp with MT  
Posted by [cocob](#) on Wed, 12 Aug 2009 07:13:22 GMT  
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Yes i use guilock when it is necessary.

cocob

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Subject: Re: bug with displayPopUp with MT  
Posted by [mirek](#) on Wed, 12 Aug 2009 08:13:24 GMT  
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Never mind, problem confirmed, working on it.

Mirek

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Subject: Re: bug with displayPopUp with MT  
Posted by [mirek](#) on Thu, 13 Aug 2009 19:00:50 GMT  
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Well, this one was hard. It took me 5 hour to figure out what is going on and another 10 hours to fix it.

The basic problem is that MT in Win32 is really stupid and we have to do a lot of uninntuitive workaround to get it working. And in these workarounds, we had bugs...

Anyway, all should be fine now. Please check.

Given the complexity of the issue, I expect to fix more bugs there in the future. But for now, reported issue is solved.

Mirek

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