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 somes Ctrl are not totally initialized by the other thread.

For the moment i have solved my problems (crashs) 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);
}
```

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 10:32I 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

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

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

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