
Subject: Fatal error - GuiLock

Posted by [nneilson](#) on Wed, 08 May 2013 01:43:43 GMT

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This only happens when the app is built in debug mode.

Fatal error

Assertion failed in C:\upp\uppsrc\CtrlCore\CtrlDraw.cpp, line 13

Using GUI in non-main thread without GuiLock

From inside another thread it is trying to change the data in a GUI EditField.

This is not a problem when built in Optimal, Speed or Size mode.

I have been using code for years without a GuiLock without problems. In java I had to inclose in try/catch.

I tried to run in debug and was curious as to why this pops up and kills the app.

Subject: Re: Fatal error - GuiLock

Posted by [dolik.rce](#) on Wed, 08 May 2013 14:47:03 GMT

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Hi Neil,

It doesn't happen in optimal mode, because ASSERTs are only compiled in debug mode. The problem is present in optimal as well, it is just not detected. Consider yourself lucky, if it didn't cause you any problems so far

Manipulating GUI is not thread safe, unless it is done in main thread or with GuiLock. Just add a GuiLock variable to the function (or scope) that touches the GUI, e.g. myFunction(){

```
    GuiLock gl;
    // doing something with GUI here
}
```

Best regards,
Honza

Subject: Re: Fatal error - GuiLock
Posted by [nneilson](#) on Wed, 08 May 2013 17:12:29 GMT
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Hi Honza

I will try the 'GuiLock gl;' and try it. If each thread has a GuiLock it will interesting to see if they interfere.

Subject: Re: Fatal error - GuiLock
Posted by [dolik.rce](#) on Thu, 09 May 2013 05:23:45 GMT
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nneilson wrote on Wed, 08 May 2013 19:12Hi Honza

I will try the 'GuiLock gl;' and try it. If each thread has a GuiLock it will interesting to see if they interfere.

Well, if you haven't see any crashes or problems up until now, then adding GuiLock shouldn't make much difference

Honza
