

## Some kind of deadlock in Control::SetParentHandle

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.windowsforms/2004-03/1534.html>

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Just wondering if someone could shed some light on what might be causing the following problem:

I have a main window that is an MdiContainer. There is a "Windows" menu that I populate myself and handle the events.

The problem is that every once in awhile, my application deadlocks when the user selects a window from the menu and the application tries to show() it. The code for showing it does nothing for then look through an ArrayList of windows, finds the one matching name, then calls:

(Handle in a basic menu\_click event handler in the MDI Parent form)

```
window.MdiParent = this;  
window.Show();
```

Right after the Show(), the application freezes. If I "Pause" it in the debugger at this state, the CallStack is the following:

```
system.windows.forms.dll!System.Windows.Forms.Control::SetParentHandle  
system.windows.forms.dll!System.Windows.Forms.Control::CreateControl  
system.windows.forms.dll!System.Windows.Forms.Control::CreateControl  
system.windows.forms.dll!System.Windows.Forms.Control::WmShowWindow  
system.windows.forms.dll!System.Windows.Forms.Control::WndProc  
system.windows.forms.dll!System.Windows.Forms.ScrollableControl::WndProc  
system.windows.forms.dll!System.Windows.Forms.ContainerControl::WndProc  
system.windows.forms.dll!System.Windows.Forms.Form::WmShowWindow  
system.windows.forms.dll!System.Windows.Forms.Form::WndProc  
system.windows.forms.dll!ControlNativeWindow::OnMessage  
system.windows.forms.dll!ControlNativeWindow::WndProc  
system.windows.forms.dll!System.Windows.Forms.NativeWindow::DebuggableCallback  
system.windows.forms.dll!System.Windows.Forms.UnsafeNativeMethods::CreateWin
```

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```
system.windows.forms.dll!System.Windows.Forms.NativeWindow::CreateHandle
system.windows.forms.dll!System.Windows.Forms.Control::CreateHandle
system.windows.forms.dll!System.Windows.Forms.Form::CreateHandle
system.windows.forms.dll!System.Windows.Forms.Control::get_Handle
system.windows.forms.dll!System.Windows.Forms.Form::SetVisibleCore
system.windows.forms.dll!System.Windows.Forms.Control::set_Visible
system.windows.forms.dll!System.Windows.Forms.Control::Show()
EPro.exe!D2Pro.MainWindow.WindowsContainerMenuItem_Click
```

There's nothing fancy going on when I show this window that I can see would cause a deadlock in my code.

The only thing that I can think of, is that one of the controls in the window being show'n makes some InterOp calls in its OnPaint() routine and uses the handle to the device context for calling a few routines. Could this be causing the call stack above?

Since this doesn't happen all the time, it's proving to be pretty challenging to track down. Any help would be appreciated.

Thank you,  
Kenny