## Subject: Re: IsFinished() for CoWork
Posted by kodos on Wed, 05 Mar 2008 18:44:09 GMT

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cbpporter wrote on Wed, 05 March 2008 09:54
The point is that only you main thread can update the GUI. If you're callback belongs to the main thread, then there is no problem with it. Create the callback member function in you main window class for example, and everything will work fine.

Did you look over reference/GuiMT example? It creates a callback at the end of the thread with Divisors::ShowResult, which then does the updating.

Ah, OK thank you, I didn't know that this is possible. I thought if you call a callback in an other thread, it will be called in the context of that thread.