

Hello,

I have some problems with GUI en multithreading with U++.
My app crash when a thread modify the content of a lineEdit widget.

I think an other thread is trying to read data from this lienEdit to display it at the same time.

How can i disable updating events when i modify my widgets values ?

Thank you for your help

A simple example that produce the problem.

```
#include "mt.h"

void mt::theThread()
{
    while(true) {
        String text = console.Get();
        text << "Some Text\n";
        console.Set(text);
    }
}

void mt::startButtonEvent()
{
    Thread().Run(THISBACK(theThread));
}

mt::mt()
{
    CtrlLayout(*this, "Window title");

    startButton << THISBACK(startButtonEvent);
}

GUI_APP_MAIN
{
    mt().Run();
}
```

