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Subject: "DoEvents" or "wxSafeYield" equivalent in Upp++

Posted by [koldo](#) on Sun, 31 Aug 2008 00:09:12 GMT

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Hello all

I would like to use some kind of "poor man" multithreading for long "for" loops. Like:

```
for (int i = 0; i < MANY_LOOPS; ++i) {  
    ThingsToDo();  
    DoEvents();  
}
```

where DoEvents() lets some kind of "cooperative multitasking" by:

- disabling the user input to all program windows
- asking the Upp++ main loop to handle the pending messages in the windowing system
- re-enabling it again afterwards

Disabling user input would avoid unwanted reentrance of code.

In this moment this will be enough for me and much easier to handle than real multitasking with the gui.

Best regards

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