
Subject: Re: "DoEvents" or "wxSafeYield" equivalent in Upp++
Posted by [mirek](#) on Sun, 31 Aug 2008 07:17:11 GMT
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You should be able to do this using:

```
static Vector<Ctrl *> Ctrl::GetTopCtrls();  
Vector< Ptr<Ctrl> > DisableCtrls(const Vector<Ctrl *>& ctrl, Ctrl *exclude = NULL);  
static void Ctrl::ProcessEvent();  
void EnableCtrls(const Vector< Ptr<Ctrl> >& ctrl);
```

Mirek
