Subject: Re: "DoEvents" or "wxSafeYield" equivalent in Upp++
Posted by koldo on Sun, 31 Aug 2008 17:53:38 GMT

Hello luzr

I have tried this, but it blocks all until the loop ends.

```
for (int i = 0; i < 100; ++i) {
 Sleep(500);
 Vector<Ctrl *> topCtrls = Ctrl::GetTopCtrls();
 Vector< Ptr<Ctrl> > ctrls = DisableCtrls(topCtrls);
 Ctrl::ProcessEvents();
 EnableCtrls(ctrls);
}
```

But this simply works perfect. (taking care of avoiding the user to run this code while it is still running).

```
for (int i = 0; i < 100; ++i) {
 Sleep(500);
 Ctrl::ProcessEvents();
}
```

Thank you!
Koldo