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

Posted by [mirek](#) on Sun, 31 Aug 2008 18:33:20 GMT

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koldo wrote on Sun, 31 August 2008 13:53Hello 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

I thought that "block all" was the purpose of disabling

Note that there is parameter "exclude" in DisableCtrls. Usually, you want to leave something enabled to process cancel messages, right?

Mirek
