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Subject: Re: More new functions

Posted by [mrjt](#) on Fri, 24 Oct 2008 13:28:31 GMT

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captainc wrote on Fri, 24 October 2008 13:05Can you explain this line to me?

int LaunchCommand(const char \*cmd, void (\*readCallBack)(String &)) Particularly the readCallBack part.

Shouldn't this be:

```
int LaunchCommand(const char *cmd, Callback1<String> readCallBack)
```

captainc wrote on Fri, 24 October 2008 13:05Also, if you're not using a GUI (CtrlCore), what will happen with this line: Ctrl::ProcessEvent();

I haven't tried, but presumably it won't compile. I'm also not sure if it's safe to call ProcessEvents from outside the GUI thread, but I'm guessing not.

Perhaps you could replace ProcessEvents with Sleep? If somebody wants to update a GUI then they should use the Callback version of LaunchCommand and do it themselves. I think it could then be run in a thread, which would be more useful for command line apps IMO.

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