Subject: Thread calls GUI Posted by Sami on Sat, 14 Feb 2009 18:26:01 GMT

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I realize a thread cannot call GUI in upp. It is not however clear how threading should be implemented then. I would ask help for proper solution to the example given below.

```
struct Interface {
 virtual int Ask (const char *) = 0;
};
struct Work {
 Interface *gui;
};
struct Library {
 Library (Work w) {
  int a = w.gui->Ask ("Ok?");
 }
};
void Threading (Work w) {
 Library (w);
}
struct Task
:MyTask<TopWindow>
,Interface {
 typedef Task CLASSNAME;
 Task() {
  CtrlLayout(*this, "Example");
  Work w:
  w.gui = this;
  Thread().Run (callback1 (Threading, w));
 }
 volatile Atomic q;
 int Ask_Weird_Hacked ( const char *s, unsigned dummy ) {
  return q = 1 + PromptYesNo (String().Cat() << s);
 int Ask (const char *s) {
  //problem here, cannot call PromptYesNo()
  PostCallback (callback2 (this, &Task::Ask_Weird_Hacked, s, 0));
  while (!q) Sleep (10);
  return q - 1;
};
```

So we begin with Task() and our problem is how to implement Ask() call properly. I first understood the Gate-method is what I'm looking for, but I didn't get it to work, can somebody explain what is it? The manual was in my opinion incomplete here.