Subject: Major redesign of MT in GUI
Posted by mirek on Sat, 16 May 2009 17:40:59 GMT
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Up to now, the only allowed interaction with non-main threads and GUI was through sending events.

The new approach introduces "Ctrl::EnterMutex" and "Ctrl::LeaveMutex" methods that can be used to protect shared access to any widget (and helper class Ctrl::Lock that does so on for block using contructors/destructors).

Means accessing widget data or changing widget content in non-main thread is now much more simple.

For now (maybe only today , there are certain methods that cannot be called by non-main thread - those that deal with opening new windows and events (event loops). It is because in Win32 it is impossible (for U++) to run them in any other thread than main.

I will probably resolve this situation by performing such requests in main thread.... (via new planned "Ctrl::Call function that will make possible to 'call' code in main thread while waiting for its completition).

Mirek