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Subject: Re: MT app hangs

Posted by [mdelfede](#) on Thu, 17 Dec 2009 12:51:23 GMT

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Hi, Mirek, thank for your answer

Anyways, I don't see a simple solution to my problem, indeed.

As far as I can understand, I can't use `Wait()` from inside the button callback, or anyways can't wait for the thread to stop from inside a gui event handler, as the thread could try a `GuiLock` between the `Wait()` call and its termination.

Worse, the tread can (ad it's probably) waiting for a lock to become free when I'm inside a callback, so I can't communicate with it.

The example I posted is very simplified, but what I need is a thread that can react to a Gui or a timed event (stop = true, and that's ok...) AND to check that the thread received it (`Wait()`), and that's not ok).

Why does Gui need to be locked inside event handlers ?

Can I unlock it inside the handler just to wait my thread to finish ? Or there's a nicer solution ?

Ciao

Max

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