Hello MADIC

Quote:is it possible to call event processing from within my rendering loop? would this be a good idea? which method would i call?

I am not the better to answer this but, you could try, every loop to do a ProcessEvents() to the buttons you want to control or a general Ctrl::ProcessEvents();

I worked for years using VisualBasic    and I was used to use DoEvents(). Now I use threads because the implementation is easy to use and the examples are simple. But perhaps you would want to wait for it some time to be more "instructed" in Upp.

Best regards
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