
Subject: How to update main thread UI when runing other thread

Posted by [jiuzhi](#) on Sat, 06 Feb 2010 09:17:41 GMT

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Thread work;

```
engine->working(true);
```

```
work.Run(callback(engine,&hEngine::getData));//-getData will do some UI refresh;
```

```
while (engine->working()){
```

```
    Refresh();//It can't update UI here;
```

```
    Sleep(100);
```

```
}
```

I have thought of a solution is packaged into a function, and create a new Thread to run it;But it is too cumbersome.

In MFC,I can use PeekMessage;

In delphi,I can use Application.ProcessMessage;

Is there a similar solution in u++?
