raxvan wrote on Tue, 27 April 2010 17:50Can i use safely multiple windows at the same time? (using threads)
How can i fire an event from a thread to another to update the window?
Yes, it is possible, actually even without threads. See GUI tutorial, paragraph 6 for description how. Usual approach to keep the GUI responsive is to have one thread handling GUI and a separate one for computations.

For updating the GUI from computation thread, there exist more possible ways. I usually use the dirty but simple one - I store a pointer to the part of GUI I need to update. Following example worked well for me when I needed to report the progress of computation to the user in a LineEdit:
thread__ LineEdit* ReportEditPtr;
void Report(String str,bool stamp,bool nl) {
 GuiLock __;
 (*ReportEditPtr)<<=(~(*ReportEditPtr)).ToString()+
 (stamp?FormatTime(GetSysTime(),"hh:mm:ss "):"")+str+(nl?"\n":"");
 (*ReportEditPtr).SetCursor((~(*ReportEditPtr)).ToString().GetLength()-1);
 (*ReportEditPtr).Refresh(); (*ReportEditPtr).Sync();
 }

And in the window constructor: ReportEditPtr=&ReportLineEdit;

Hopefully someone will recommend you some cleaner way

Honza