
Subject: Re: image drawing

Posted by [dolik.rce](#) on Tue, 27 Apr 2010 17:19:35 GMT

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raxvan wrote on Tue, 27 April 2010 17:50 Can 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
