
Subject: Re: thread sample and overrideCursor
Posted by [unknown user](#) on Fri, 19 Nov 2010 16:30:13 GMT
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koldo wrote on Fri, 19 November 2010 14:48Hello Ratah

I am not expert in threads, but it seems you use gui inside your threads. It would be better to be in main program.

It's not a problem using GUI in threads, only that he have to provide synchronization using GuiLook, which he doesn't. But as you've said, is better to use GUI only in main thread.

Ratah, see next my modifications for GUI in main thread.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class TestThread : public TopWindow
{
    // .....
    void CheckProg() {
        if(progress < 30)
            progress++;
        else
        {
            // I stop progress bar here
            // Inside the thread, so thr1 always run!!!!

            stop = false;
            OverrideCursor(ImgCrs);
            UpdateRefresh();
        }
    }
    void CheckCount() {
        icounter++;
        status.Set(IntStr(icounter));
    }
    // ....
};
```

```
void TestThread::thrCb()
{
    for(;;!stop;)
    {
        PostCallback(THISBACK(CheckProg));
        Sleep(100);
    }
}
```

```
void TestThread::thrPerso()
{
    for(;;!stop; )
    {
        PostCallback(THISBACK(CheckCount));
        Sleep(100);
    }
}
```

My cursor updates without moving it (Win7).
