
Subject: Re: Threads and gui

Posted by [mirek](#) on Sun, 04 Jun 2006 16:29:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Fri, 02 June 2006 06:58Mirek please looke at the example attached to this post.

1. If you run the program and press the toolbar button the array control placed below it should be filled with 1000 rows. After that you can leave the program. Everything is fine.

2. Now if you move the mouse over the toolbar button and wait until tip shows and now if you press F5 (button shortcut) the array should be filled again but the button tip will stay and closing app will cause critical error.

I don't remember if upp gui is thread safe - anyway, is any solution for my problem?

No, GUI is not thread safe in sense that you could have more than single thread performing GUI operations.

Anyway, the solution is to use event queue which is synchronized (MT safe). See [reference/GuiMT....](#)

Mirek
