Subject: Re: Changing EditFields from header files
Posted by navi on Fri, 30 Nov 2012 20:21:51 GMT

nlneilson wrote on Fri, 30 November 2012 18:35nuvi,

In a thread it could be:
    a.Set_t1("H2 OK");
    Sleep(1000);
    a.Set_t1("H2 OK");
    Sleep(1000);
    ...

I dont know if u r talking about U++ Thread class or not. if its U++ threads, then it is suggested not to change GUI from threads without proper care, GUI_Lock and PostCallback(). as chenging GUI from threads otherwise will end up in Gui Deadlock.

See the follwoings in example section:
GuiLock : This package demonstrates the use of Ctrl::Lock in MT applications
GuiMT : Using event queue for communication between worker threads and GUI

Quote:
The String in a.Set_t1("H2 OK"); would actually be a GPS NMEA sentence.
Fine except if it cannot be run in U++ Debug then it's a NoGo.

dont know what u mean.