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Subject: ProcessMessages question

Posted by [brianE](#) on Wed, 28 Jun 2006 12:33:33 GMT

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I hope this is the right corner to be in...

Two related questions:

If ProgInd needs value and maxval to indicate progress then can I assume that there is a ProcessMessages or similar at work when inside a long loop? ie

```
for (int j=0;j<5000;j++)
{
    // do something
    ProgInd.Set(j,5000);
}
```

If I have a 'while' loop I cannot play that game (I don't know maxval) but I can show progress by writing to an EditInt:

```
int j = 0;
while (j<someval)
{
    // do something
    EditInt <<= j++;
}
```

But it never shows until the end! I need a ProcessMessages don't I? How do I accomplish this? Of course, I could be wrong and I hope you will set me on the right path.

BrianE

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