Subject: ProcessMessages question
Posted by brianE on Wed, 28 Jun 2006 12:33:33 GMT

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
    EdInt <<= 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