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Subject: GuiLock when creating widgets

Posted by [nixnixnix](#) on Fri, 14 Dec 2012 17:03:54 GMT

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Hi,

C++ question: I notice that we can't make widgets without GuiLock now (at least in debug) and I have a base class that contains a widget derived from Option. This object gets made automatically when I create instances of the object that contains the derived widget.

Is there a way to set GuiLock without have to do it every time I create one of my objects? Is there somewhere in a constructor or something please?

Like I say this most likely just showing my ignorance of basic C++.

Thanks for any help,

Nick