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Subject: UI window threading problem

Posted by [crydev](#) on Sun, 28 Apr 2013 20:28:39 GMT

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Hello,

I ran into a problem that I initially fixed, but I'm not convinced that there isn't a better way of solving it. My problem is as following.

I have a main window that is capable of opening another window that runs non-modal above the main window, meaning the main window is not clickable nor focusable while the opened window is still opened. The non-modal window enables the user to select parameters for a memory scan, and by clicking OK the memory scan has to be started. The problem I ran into in the first place was that I had to be able to make the non-modal window access a function in the main window. That isn't too hard to fix, but the next problem is, that the non-modal window keeps on top, non-responsive, until the memory scan that is started is finished. My fix to that problem was creating a new thread that started the memory scan, in order to keep any possible piece of UI responsive. Downside: I had many exceptions that were very hard to find, due to the threading between the UI parts.

Now that I all fixed it, I wonder: isn't there a better solution to achieve the non-modal window to be closed, without the need of a thread?

Thanks in advance!

crydev

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