Subject: (win32) gui in a dll
Posted by pber on Wed, 25 Feb 2015 02:17:49 GMT

hi all,
my C main dlopen Tk.dll and just use it, without blocking.

I would do the same with an Ultimate++ gui,
in other words NOT blocking when I call App::Run.

Tried to run the gui from a second thread...
and discovered that this way is explicitly
proibited by Ultimate (I guess by Windows).

Any suggestion about what I miss?
thanks