
Subject: Re: [Linux] Upp application can block all mouse events

Posted by [slashupp](#) on Thu, 21 Jul 2016 17:31:01 GMT

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Confirms that gui "hangs" for sleep period.

You are using WhenAction for Callback on the button

Everything works fine if you use WhenPush

Example:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct SleepTest : public TopWindow
```

```
{  
    typedef SleepTest CLASSNAME;
```

```
    Button button;
```

```
    void Test()
```

```
{  
    Sleep(10000); //calls Util.cpp - Sleep()  
}
```

```
SleepTest()
```

```
{  
    Title("Sleep Test").CenterScreen().Sizeable();  
    SetRect(0,0,200,200);
```

```
    Add(button.SetLabel(t_("Test")).HCenterPosZ(84, 2).VCenterPosZ(32, -2));
```

```
    //button.WhenAction = THISBACK(Test); --- hogs the gui for sleep-time - Alt-D in debug still  
works
```

```
    button.WhenPush = THISBACK(Test); //this is fine  
};
```

```
virtual ~SleepTest(){}  
};
```

```
GUI_APP_MAIN
```

```
{  
    SleepTest().Run();  
}
```

I don't know what WhenAction does internally to hog the gui so - mirek?

I guess some kind of thread-lockup with X that leave X waiting?
