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

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

[View Forum Message](#) <> [Reply to Message](#)

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?
