Subject: callbacks freeze gui
Posted by aftershock on Sun, 28 May 2017 20:35:06 GMT

Hi,
I used a timer in UPP.
I noticed the callback freezes the gui, if the called takes too long to run.
As a solution, I started the timer inside a separate thread, yet this continued to happen.
To avoid freezing... I made the called to execute the time consuming operations in a separate thread..
Is this how it is supposed to work?
Timer freezes the gui each time it calls its callback?

A.