Subject: Code before Thread.Run() nor executed
Posted by rafiwui on Mon, 14 Aug 2017 11:23:02 GMT
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I have these methods:

```
void StartGeneration()
{
 // Disable buttons
 buttonBar.generate.Enable(false);
 buttonBar.next.Enable(false);
 buttonBar.previous.Enable(false);

 // Switch page
 displayLayouts[buttonBar.pageIndex].Show(false);
 generationProgress.Show(true);

 // Setup main progress bar
 generationProgress.progressMain.Set(0, 3);

 // Start thread
 generationThread.Run(THISBACK(Generate));
 //Thread::Start(THISBACK(Generate));

 return;
}
```

It is called from a button click event.
My problem is that nothing but the Run()-method of the thread is executed or at least there is now visual change in my application but there should be a layout change.
Also it is kinda not started as a thread because the application "freezes" while the thread is running.
Any ideas how I can fix this?

EDIT: Because I was asked for in this thread: Here is an example application to reproduce the problem.

File Attachments

1) Bugtester.7z, downloaded 471 times