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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.

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## File Attachments

1) [Bugtester.7z](#), downloaded 255 times

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