
Subject: Re: DBus integration -- need help
Posted by [mirek](#) on Fri, 25 Aug 2017 07:05:53 GMT
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U++ is not directly using GTK main loop. Further problem is that in U++, only main thread is allowed to run event loop - this is limitation inherited from Win32 (more or less).

You can call `Ctrl::ProcessEvents` at any time to fetch and process any GUI related pending events (but just from the main thread).

I suggest to post existing code, I can look into it about alternatives...
