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Subject: Re: Code before Thread.Run() nor executed

Posted by [mirek](#) on Sat, 26 Aug 2017 11:16:08 GMT

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Oblivion wrote on Tue, 15 August 2017 18:45As I suspected, you are calling GUI elements/methods from a worker thread directly. You need to use PostCallback, and make sure the thread terminates.

Actually, for some time now many methods can be called in non-main thread, with GuiLock. Exception are window creation and event loop related things (the reason there is still the same: Windows associates event loop to the thread that created the window).

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