
Subject: Re: Code before Thread.Run() nor executed
Posted by [mirek](#) on Mon, 28 Aug 2017 07:27:55 GMT
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There is only a small typo: You have assigned StartProgress to TestLayout instead of button1:

```
TestWindow::TestWindow()
{
    SetRect(0, 0, Zx(400), Zy(200));
    Add(testLayout);
    Add(testLayout2);
    testLayout.Show(true);
    testLayout2.Show(false);
    testLayout.button1.WhenAction = THISBACK(StartProgress);
}
```

Here are some further hints:

```
TestWindow::TestWindow()
{
    SetRect(0, 0, Zx(400), Zy(200));
    Add(testLayout);
    Add(testLayout2);
    testLayout.Show(true);
    testLayout2.Show(false);
    testLayout.button1 << [=] {
        testLayout.Show(false);
        testLayout2.Show(true);
        testLayout2.progress.Set(0, 100);
        Thread::Start([=] {
            for(int i = 0; i < 100; i++) {
                if(Thread::IsShutdownThreads())
                    break;
                Sleep(100);
                GuiLock __;
                testLayout2.progress++;
            }
            GuiLock __;
            testLayout.Show(true);
            testLayout2.Show(false);
        });
    };
}
```