
Subject: Re: Code before Thread.Run() nor executed
Posted by [rafiwui](#) on Mon, 28 Aug 2017 08:51:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

How exactly does GuiLock work? Because when I tried to implement it in my application it doesn't work. Is there a documentation?

EDIT:

This is part of the code I use:

```
void MainWindow::Generate()
{
    // Generate
    GuiLock __;
    progress.progressMainLabel.SetText(t_("(0/3) Generating first..."));
    if(!GenerateFirst())
    {
        AbortGeneration(1);
        return;
    }
    progress.progressMain++;
    progress.progressMainLabel.SetText(t_("(1/3) Generating second..."));
    if(!Second())
    {
        AbortGeneration(2);
        return;
    }
    progress.progressMain++;
    progress.progressMainLabel.SetText(t_("(2/3) Generating third..."));
    if(!GenerateThird())
    {
        AbortGeneration(3);
        return;
    }
    progress.progressMain++;
    progress.progressMainLabel.SetText(t_("(3/3) Done"));
}
```

Instead of showing every step it just generates all three and at the end updates the gui. So what do I have to change that every step it is updated?
