Subject: Re: Code before Thread.Run() nor executed
Posted by mirek on Tue, 29 Aug 2017 18:26:46 GMT

rafiwui wrote on Tue, 29 August 2017 18:21And how can I unlock it inside the function?

Put it into the block.

```
{
   GuiLock __;
   do something
} // destructor unlocks
```

Alternatively, GuiLock is really simple:

```
struct GuiLock {
 GuiLock()  { EnterGuiMutex(); }
 ~GuiLock() { LeaveGuiMutex(); }
};
```

You can call EnterGuiMutex() / LeaveGuiMutex() directly too...

BTW, note that "__" is my way of saying "name does not matter".

Mirek