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Subject: Re: AsyncWork

Posted by [koldo](#) on Mon, 16 Oct 2017 07:04:51 GMT

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Thank you Mirek.

(Sorry Mirek and Oblivion for an out of topic question :roll: )

In your opinion, how is the best way from the Threads to interact with GUI?:

- GuiLock

- The GUI uses SetTimeCallback() to set a timer function that updates the GUI thanks to shared variables.

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