Posted by mirek on Mon, 16 Oct 2017 08:29:14 GMT
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koldo wrote on Mon, 16 October 2017 09:04Thank 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.

GuiLock is definitely better (it is a 'newer' thing too), except the cases where it cannot be used (that is where windows are created - this limitation is caused by win32 basic design, which creates 'per-thread'

SetTimeCallback is really just the 'oldest' mechanism. At that time, it was choosen as the 'safe' and straightforward way.

Also note that there is Ctrl::Call, which is 'synchronous' variant of SetTimeCallback. Basically performs the code in the main thread, but waits for its completion.

Now, practical experience: If all you want to do is to have application responsive while long operation is being performed, maybe with some fancy progress bar, all you need is GuiLock.

Mirek