
Subject: Re: AsyncWork

Posted by [koldo](#) on Tue, 17 Oct 2017 06:55:56 GMT

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Thank you very much :)

In addition GuiLock is easier and safer than sharing variables.

It is just a matter of using it wisely.

For example, this would be forbidden:

```
EditInt edit;
int count = 0;
while(true) {
    count++;
    GuiLock __;
    edit <=<= count;
}
```

In addition if a GUI action (pushing a button) launches a Thread, it would be necessary to disable the button to avoid pushing it again while Thread is running.
