Subject: Re: AsyncWork
Posted by mirek on Tue, 17 Oct 2017 11:33:18 GMT

koldo wrote on Tue, 17 October 2017 08:55Thank you very much :)

In addition GuiLock is easier and safer than sharing variables.

Actually, GuiLock is exactly about sharing variables - all global variables of GUI...

Quote:
For example, this would be forbidden:

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

Not quite sure why this should be forbidden. This is OK, from framework perspective. Of course, it would probably be weird if user tried to write something into the field in the same time, but it is legal and would work just as expected.

Quote:
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.

Definitely. But that is not U++ responsibility, that is about application design.

Mirek