
Subject: How do I create a loop for a window to react to volatile changes to a global variable?

Posted by [slashupp](#) on Mon, 11 Mar 2019 08:49:09 GMT

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The problem:

I have some global variables get&set by detached threads, using mutexes when getting and setting them.

I have a window that need to update it's display based on changes in the variables, also using the mutexes to get & set the values.

The changes are volatile/random/unpredictable ...

What I tried:

I passed a pointer to the window to the threads when I create them, and use the pointer to call methods

in the window to do the updates

Result: the app crashes with:

"... Using GUI in non-main thread without GuiLock"

I added "GuiLock ___;" in the methods but then get:

"Assertion failed in\CtrlCore\GtkCapture.cpp, line 41 IsMainThread()"

(I know that this same code did work with an older release of Upp, but is now broken)

Any ideas on how I can fix this would be much appreciated.
