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Subject: Re: ProgressIndicator issue

Posted by [Xemuth](#) on Tue, 24 Mar 2020 11:39:40 GMT

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Hello ldkfa46,

Put this at begining of Load function :

GuiLock \_\_;

Like that's :

```
void test::load()
{
    GuiLock __;
    Progress p;
    p.Create();

    pi.Show();
    pi.Set(0,1000000);

    for(int i = 0; i <=1000000; i++)
    {
        pi.Set(i);
        p.SetPos(i);
    }
    p.Close();
    pi.Close();
}
```

It Should allow the thread created by callback to interract with the GUI wich is stick to the main thread

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