
Subject: Re: ProgressIndicator issue

Posted by [Xemuth](#) on Tue, 24 Mar 2020 14:56:13 GMT

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idkfa46 wrote on Tue, 24 March 2020 15:41 Thank you for your support! Your solution is really interesting but the easiest solution is to call

```
ProcessEvents();
```

as suggested me by Omari.

Best,
Matteo

Indeed, it work as well without a thread ! the only default of this methode is (if I put it in my exemple) the gui is still lock during the Sleep function which is normal.

Their is however many workarround like doing this kind of things : void myCallBack(){

```
    button.Disable(); //Action on GUI
```

```
    ProcessEvents();
```

```
    for(int e = 0; e < 11; e++){
```

```
        progress = e;
```

```
        ProcessEvents();
```

```
        for(int i = 0; i < 100; i++){
```

```
            Sleep(10);
```

```
            ProcessEvents();
```

```
        }
```

```
    //Same as Sleep(1000) but with a better control on GUI (however it wont 'sleep' for
```

```
    // 1 second now, but for 1 sec + 100 * (processEvents() Time)
```

```
    }
```

```
    button.Enable();
```

```
    ProcessEvents();
```

```
    return;
```

```
}
```
