Subject: Re: How do I create a loop for a window to react to volatile changes to a global variable?
Posted by JeyCi on Thu, 10 Sep 2020 17:13:58 GMT

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Oblivion wrote on Mon, 11 March 2019 12:44In some cases you may want to create a customized event loop in the main thread.
Yes it helps - thank you for the example.
But first example in your message also works U++ 13664 IN WIN32-MINGW_9.3-compiled - only if using
 void SetArray(int n)
 {
  PostCallback([=](){
   array.Add(n);
   if(n == 10) { // Resize window from within thread...
    SetRect(50, 50, 640, 480);
   }
  });
 }
otherwise, I suppose, I'm getting into deadlock (with GuiLock & even with Call)app don't show changes to arrayCtrl & crashes... I think, that compiler matters!.. MSVC probably could compile ok MT app with GuiLock, or perhaps OS matters (probably Linux can have ok with GuiLock)...
But now with your example I see some possible changes to do to my own code :blush: - I could'n even assume, that answer is so easy - I thought (in my own code) that I made some mistakes in the code itself... of course will check again... but I agree with your proposal concerning MainThread... thank you for useful advice!
In any case, it seems, that compiler matters for Upp::Thread dealing with??... 8o
therefore your suggestion seems suitable... thanks