
Subject: Re: Dealing with background tasks elegantly in a userinterface

Posted by [mirek](#) on Fri, 18 Mar 2022 17:42:51 GMT

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zsolt wrote on Sun, 06 March 2022 01:41

To notify GUI thread, I use PostCallback. It is a very easy way.

You might enjoy checking out Ctrl::Call. Combined with lambda that is even easier.

Current rules for parallel GUI programming:

- only the main thread can manipulate windows (open, close, move) or run event loop (this is actually a limitation forced by win32 architecture)
- exception to this rule is Prompt* function which open window but can be called from non-main threads
- except this, non-main threads can call widget methods as long as they use GuiLock

Mirek
