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Subject: Re: Problem breaking loop (with close button) in main thread

Posted by [Lance](#) on Tue, 18 Oct 2022 18:09:54 GMT

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On a second thought, your program needs the hMutex be acquired to continue its work. Then ProcessEvent() should be the way to go. Problem is, why is that ProcessEvent() failed you?

Can you try something like the following

```
DWORD GuiAcquireMutex(HANDLE hMutex, DWORD dwTimeout)
{
    if(hMutex == INVALID_HANDLE_VALUE)
        return ERROR_INVALID_HANDLE;

    DWORD    dwLastError = -1;

    while ( !g_bQuit && dwLastError != 0 )
    {
        dwLastError = 0; // Success

        switch( WaitForSingleObject(hMutex, dwShortTimeout ) )
        {
            case WAIT_FAILED:
                Do_Set_LastError_Accordingly();
                break;

            case WAIT_TIMEOUT:
                dwLastError = ERROR_COUNTER_TIMEOUT;
                break;
        }
        // consider measure how long it takes ProcessEvents to finish,
        // if very quick, consider add a Sleep(500) or something like that
        // to avoid keeping CPU busy for nothing.
        topwin.ProcessEvents();
        if(TooSoon() )
        {
            Sleep (500);
        }
    }
    SetLastError (dwLastError) ;

    return dwLastError;
}
```

topwin is your TopWindow(or its derivative) object.

I am feeling your original code didnt prepare for the case when the WaitForSingleObject call

actually succeeds. I might be wrong though. Above pseudo code will need to be tuned to reflect your true intention.

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