Subject: Re: Problem breaking loop (with close button) in main thread
Posted by Lance on Wed, 19 Oct 2022 00:21:55 GMT
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Hi Awksed:

My bad. Your code goto again; only when WaitForSingleEvent fails. I was thinking in the context that it has been converted into a while loop. :)

Quote:
Is there some way in U++ to allow the close button to call Close() while the main thread is looping (like Windows PumpWaitingMessages())?

I would use ProcessEvents() in the loop. No idea how it will cause failure in your case. Maybe you can add a flag in Paint() to not call GuiAcquireMutex(..) again if there is a previous call not completed yet?

I would think the ProcessEvents should be inserted somewhere in your GuiAcquireMutex function (before jump back to again maybe), but it's somewhere else needs to be changed accordingly if problem arose because of it.