Subject: Re: Problem breaking loop (with close button) in main thread
Posted by awksed on Wed, 19 Oct 2022 18:56:19 GMT
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Hi Lance,

As I said in my original post

Quote:
Adding Ctrl::ProcessEvents() causes a "WM_PAINT invoked ... while in Paint routine" error.

Looking at ProcessEvents() (it calls Windows PeekMessage) I tried PeekMessage with
PM_REMOVE and also PM_NOREMOVE. This make things much worse (totally hung the app).
Used as per Microsoft example it works ok for the first loops and subsequently loops continuously.

I guess the problem is calling ProcessEvents/PeekMessage from within Paint.

As the app not responding for a minute (showing the wait cursor) if a mutex is never acquired
(while allowing the window to be dragged using the title bar) and then telling the user to restart the
app is not so bad. Especially only once every 5 years :d .

So I shall give up and stop spinning my wheels on this one.

Thanks again for your efforts.

Cheers.