

Hi,

I was able to come up with a solution (successfully tested) using a new tread that contains a ProgressIndicator!

I'll put it on record here for anyone who might take advantage of it.

Thanks

```
class pBack : public WithpBackLayout<TopWindow> {  
public:
```

```
    typedef pBack CLASSNAME;  
    pBack();  
    ~pBack();
```

```
    void FazBackup();  
    String salvaRegsNoZipFile()
```

```
    void newThread();/**
```

```
}
```

```
pBack::~~pBack()  
{  
    ShutdownThreads();  
}
```

```
int aa,bb; /**  
float ff; /**  
bool ok; /**
```

```
void pBack::newThread()  
{
```

```
    Thread thr2;  
    thr2.Run ( [=]  
    {  
        While ok {
```

```
                if ( IsShutdownThreads() )  
                    break;
```

```

        GuiLock __b1;
        Pi.Set(aa,bb); // ProgressIndicator build in file.lay!
        GuiUnlock __b1;

        Sleep(20);
    }
}

}

Gate2<int, int> WhenProgress;
int ab(int a,int b){
    float f= static_cast<double>(a) / b * 100;

    aa=a;/**
    bb=b;/**
    ff=f;/**

    return WhenProgress(a,b);
}

String pBack::salvaRegsNoZipFile()
{
    FileZip zip(fnZip_);
    FindFile fff(rrTP[i].nArquivo);

    ok=true;    /**
    newThread(); /**

    zip.WriteFile(LoadFile(fff.GetPath()), fff.GetName(),ab );

    ok=false;  /**

    zip.Finish();
}

void pBack::FazBackup()
{
    Thread thr;
    thr.Run ( [=]
    {
        ...
        salvaRegsNoZipFile();
        ...
    }
}

```

