
Subject: Re: While loop, sleep
Posted by [Oblivion](#) on Thu, 26 Oct 2023 09:44:19 GMT
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Hi,
Quote:I trigger the while loop in a button. However, when I use sleep(), the whole program waits/freezes for the duration of sleep. Is there a way to run the loop parallel?

If you really need to loop -for a long time- in any function in a U++ gui app, you need to use Ctrl::ProcessEvents(). This function processes UI input/events.

E.g.

```
while(my_condition) {  
    Ctrl::ProcessEvents();  
    Sleep(20)  
}
```

Best regards,
Oblivion
