
Subject: Re: While loop, sleep
Posted by [Oblivion](#) on Thu, 26 Oct 2023 19:03:15 GMT
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Ok, the following code works on win 10:

```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>

using namespace Upp;

static bool sClose;

struct MyApp : TopWindow {
    Button bt;
    MyApp()
    {
        CenterScreen().SetRect(0, 0, 640, 480);
        Add(bt.SetLabel("Click me!").HCenterPos().VCenterPos());
        WhenClose << [=] { sClose = true; };
        bt << [=] {
            Point p;
            GetCursorPos(p);
            while(p.y-- > 0 && !sClose) {
                ProcessEvents();
                SetCursorPos(p.x, p.y);
                Title("Cursor pos (y): " << AsString(p.y));
                GuiSleep(20);
            }
        };
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

Edit: Example refactored.

Best regards,
Oblivion
