Hi!

So I have an ancient code I'm rewriting with modern U++ and parts of it execute commands in the console and capture this output to feed it to the GUI. Nothing special.

This code used to work perfectly, including when the process hangs or prints out stuff in an infinite loop. Then the GUI can kill it.

But something has changed with the MT implementation of U++ or I'm doing something very stupid and I'm not aware of it, but now the same code hangs the UI. I looked over the docs and samples and found nothing changed.

I added a zip with a package to test.

Just change the path within:
Thread().Run(callback3(ExecutableThread, this, "c:\\temp\\test.pak\\test4.exe", false));

If the exe prints something like "0\n" in a loop, the GUI hangs.

Thank you!

PS: wow, it has been years since I posted one of these: a ZIP with a package to minimally illustrate an issue :d.

File Attachments
1) testmt.zip, downloaded 150 times