## Subject: Re: Can't use MT to capture console output
Posted by cbpporter on Sat, 02 Aug 2025 11:57:37 GMT

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I finally had time to do another full run of investigations.

While the PostCallback method is still not performing acceptably without a Sleep, I switched over to not using it and adding a GuiLock __.

This solved many of the problems. Still might be a bit slower than it used to be in the old days and builds, but barely.

Now I just need to rewrite the Thread stop conditions for this new approach, since there is a menu option to kill the thread and this one crashes when using GuiLock. Because the thread still keeps going.

A bit hacky my current method, need to rethink it. I have found no way to kill a Thread directly.