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Subject: Simulation in its own thread.

Posted by [yeus](#) on Sun, 04 Feb 2007 12:31:33 GMT

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Ok I'll explain what I want to do first:

I wrote a Simulation which - right now - is running as console application. The Simulation is very efficient, so i dont want to use any Upp related stuff in it.

Now I want a GUI to show the process of the simulation (its a fluid simulation). For the simulation to stay efficient I want to run it in its own thread (of course I also want the User to be able to use the GUI while the simulation is running).

I had a look a the MTGui Example, but my problem with this approach is, that I just have too much data, to send copies forth and back between GUI and Simulation thread.

So I do need shared memory, But How do i do that? Are there any-"mutex-like" classes in Upp? I saw something like "Criticalsection", but can not figure out how to use it.

greetings Tom.

(Any help would be appreciated, i'll give the program to the community after its done ^^)

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