Subject: callbacks freeze gui
Posted by aftershock on Sun, 28 May 2017 20:35:06 GMT

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Hi,
I used a timer in UPP.
I noticed the callback freezes the gui, if the called takes too long to run.
As a solution, I started the timer inside a separate thread, yet this continued to happen.
To avoid freezing... I made the called to execute the time consuming operations in a separate thread..
Is this how it is supposed to work?
Timer freezes the gui each time it calls its callback?

A.

Subject: Re: callbacks freeze gui
Posted by Zbych on Mon, 29 May 2017 18:23:02 GMT

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aftershock wrote on Sun, 28 May 2017 22:35Hi,
To avoid freezing... I made the called to execute the time consuming operations in a separate thread..
Is this how it is supposed to work?
Timer freezes the gui each time it calls its callback?

Yes, that is normal. You have to run time consuming tasks in separate thread or if task contains some loop you can call ProcessEvents() in the loop.