Subject: Threads and gui
Posted by unodgs on Fri, 02 Jun 2006 10:58:22 GMT
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Mirek please looke at the example attached to this post.

1. If you run the program and press the toolbar button the array control placed below it should be filled with 1000 rows. After that you can leave the program. Everything is fine.

2. Now if you move the mouse over the toolbar button and wait until tip shows and now if you press F5 (button shortcut) the array should be filled again but the button tip will stay and closing app will cause critical error.

I don't remember if upp gui is thread safe - anyway, is any solution for my problem?

File Attachments
1) ThreadCrash.7z, downloaded 1444 times

Subject: Re: Threads and gui
Posted by mirek on Sun, 04 Jun 2006 16:29:40 GMT
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unodgs wrote on Fri, 02 June 2006 06:58Mirek please looke at the example attached to this post.

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No, GUI is not thread safe in sense that you could have more than single thread performing GUI operations.

Anyway, the solution is to use event queue which is synchronized (MT safe). See reference/GuiMT....

Mirek

Subject: Re: Threads and gui

Posted by mirek on Sun, 04 Jun 2006 16:59:25 GMT
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BTW, nice explaining thread:

http://lists.trolltech.com/qt-interest/2005-03/thread00880-0 .html

(in other words, for X11, this is the best option...)

Mirek

Subject: Re: Threads and gui
Posted by unodgs on Sun, 04 Jun 2006 17:15:42 GMT
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Thanks! Just like I thought - just have to use postcallback. (Interesting is that calling gui routines from threads (in win32) works fine (at least in my app) execept these popups).

Subject: Re: Threads and gui
Posted by mirek on Sun, 04 Jun 2006 19:33:41 GMT
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unodgs wrote on Sun, 04 June 2006 13:15Thanks! Just like I thought - just have to use postcallback. (Interesting is that calling gui routines from threads (in win32) works fine (at least in my app) execept these popups).

Unpleasant thing about race conditions (and mutlithreding programming) is that they happen unpredictably... In some cases, once per month...

Mirek