
Subject: ProcessMessages question

Posted by [brianE](#) on Wed, 28 Jun 2006 12:33:33 GMT

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I hope this is the right corner to be in...

Two related questions:

If ProgInd needs value and maxval to indicate progress then can I assume that there is a ProcessMessages or similar at work when inside a long loop? ie

```
for (int j=0;j<5000;j++)
{
    // do something
    ProgInd.Set(j,5000);
}
```

If I have a 'while' loop I cannot play that game (I don't know maxval) but I can show progress by writing to an EditInt:

```
int j = 0;
while (j<someval)
{
    // do something
    EdInt <=<= j++;
}
```

But it never shows until the end! I need a ProcessMessages don't I? How do I accomplish this? Of course, I could be wrong and I hope you will set me on the right path.

BrianE

Subject: Re: ProcessMessages question

Posted by [fudadmin](#) on Wed, 28 Jun 2006 12:37:12 GMT

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There is ProcessEvents(). But don't know if that is useful in your case.

Subject: Re: ProcessMessages question

Posted by [brianE](#) on Wed, 28 Jun 2006 17:30:52 GMT

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Ah-ha, ProcessEvents! That's *exactly* what I needed! So now I can do what I want:

```
while(!lin.IsEof()) {
```

```
p <=<= in.GetLine();
num++;
eNumLines <=<= AsString(num);
ProcessEvents();
}
```

or

```
while(num<100000) {
    p <=<= in.GetLine();
    num++;
    PI.Set(num, 100000);
    ProcessEvents();
}
```

I'm sure you can see what I'm trying to do - but is there a better way?

BrianE

Subject: Re: ProcessMessages question
Posted by [mirek](#) on Wed, 28 Jun 2006 18:43:31 GMT
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There is "Step" and "StepCanceled". Usually, we do not even use "Set", just:

```
Progress pi("operationname");
pi.SetTotal(maxval);
for(int i = 0; i < maxval; i++) {
    if(pi.StepCanceled())
        return; // work is canceled;
    //... do work
}
```

Now if you do not know "maxval", simply omit the "SetTotal" part. Progress will show running strip instead.

You can also place "%d" to the description, it will be supplemented by number of times "Step" or "StepCanceled" was called:

```
Progress pi("Records processed %d");
....
```

Mirek

Subject: Re: ProcessMessages question
Posted by [mirek](#) on Wed, 28 Jun 2006 18:44:27 GMT
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P.S.: Step / StepCanceled calls ProcessEvents in implementation

P.P.S.: Use Step if you do not want "Cancel" button and canceling possibility.

Mirek

Subject: Re: ProcessMessages question
Posted by [brianE](#) on Wed, 28 Jun 2006 20:55:08 GMT
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Mirek,
That is so neat! With BCB I had to invent my own version but this is similar and just what I wanted. Perhaps I missed finding the words about it or maybe there aren't any - not being rude or ungrateful.

Supplementary questions: ProgressIndicator looks like a widget that can be incorporated into a layout. Can I do SetTotal(int) and Step() with it too? And ProgressInfo in the StatusBar? I will go and play and maybe find the answers before you tell me!

You guys are soooooooooo helpful.

BrianE

Subject: Re: ProcessMessages question
Posted by [mirek](#) on Wed, 28 Jun 2006 21:04:41 GMT
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Yes, ProgressIndicator is normal widget. It however still lacks usc script description, in other words, you can add it using layout desinger as "user class" (it will show up as generic rectangle with classname).

Interface is different. For StatusBar there is another specific version.

Mirek
