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Subject: Sequential process expected

Posted by [mrk10000](#) on Tue, 03 May 2022 16:22:05 GMT

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I wrote the following code and i just want to "first print Connection to server.." and then when DB connection is done, want to print "Connection successfull" but it prints both at the same time until DBConnect() function ends, i have tried to separate it using the thread but still the same behaviour, someone could give some idea please, thanks

```
-----
this->clog.Add("Connecting to the server...");
this->GetTopCtrl()->Refresh();

//GuiUnlock LeaveGUILriticalEn;
this->clog.ScrollTo( this->clog.GetCount() );
Sleep(1000);
bool res = false;

auto c = Async([&] -> bool {
    return mServerManager.DBConnect();
});

try
{
    res = c.Get();
}
catch(...)
{
    LOG("Error while trying exceptions");
}

if( res == true )
{
    this->clog.Add("Connection successfull!!!!");
}
else
{
    this->clog.Add("Connection failed!!!!");
}
```

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Subject: Re: Sequential process expected

Posted by [mrk10000](#) on Thu, 05 May 2022 20:37:39 GMT

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It follows the expected execution only when i added MessageCtrl notifications, seems like

detaching the current thread or similar :(

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