Subject: Multithreading ans updating widgets
Posted by cocob on Tue, 11 Mar 2008 10:48:56 GMT
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Hello,

I have some problems with GUI en multithreading with U++.
My app crash when a thread modify the content of a lineEdit widget.

I think an other thread is trying to read data from this lienEdit to display it at the same time.

How can i disable updating events when i modify my widgets values ?

Thank you for your help

A simple example that produce the problem.

```
#include "mt.h"

void mt::theThread()
{
 while(true) {
  String text = console.Get();
  text << "Some Text\n";
  console.Set(text);
 }
}


void mt::startButtonEvent()
{
 Thread().Run(THISBACK(theThread));
}

mt::mt()
{
 CtrlLayout(*this, "Window title");

 startButton << THISBACK(startButtonEvent);
}

GUI_APP_MAIN
{
 mt().Run();
}
```

Subject: Re: Multithreading ans updating widgets
Posted by mirek on Tue, 11 Mar 2008 11:34:38 GMT
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cocob wrote on Tue, 11 March 2008 06:48
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Only main thread can do GUI. You should use event queue and post callback that is supposed to update the widget.

Reading the widget content in a non-main thread is a bit of problem, I guess you should use shared variable that gets updated on Post event request (and is interlocked by Mutex).

Mirek

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