Hello Mirek!

I have an error on run a builded application in line ASSERT(IsMainThread());
from uppsrc/Ctrl/CtrlCore/Win32Wnd.cpp in method void Ctrl::GuiSleep(int ms).

What i do wrong? some days ago works fine, but after you added this line its prompt error! Tell me
how can I change my code?

The situation is: I call a function in a thread instance, and this function works with GUI (progress).
I uses this in GoogleTranslator that I call function in thread for translate a text

this is full method:
```
void Ctrl::GuiSleep(int ms)
{
 GuiLock __;
=>HERE ASSERT(IsMainThread());
 ELOG("GuiSleep");
 if(EndSession())
  return;
 ELOG("GuiSleep 2");
 int level = LeaveGuiMutexAll();
#if !defined(flagDLL) && !defined(PLATFORM_WINCE)
 if(!OverwatchThread) {
  DWORD dummy;
  OverwatchThread = CreateThread(NULL, 0x100000, Win32OverwatchThread, NULL, 0,
&dummy);
  ELOG("ExitLoopEventWait 1");
  ExitLoopEvent().Wait();
 }
 HANDLE h[1];
 *h = ExitLoopEvent().GetHandle();
 ELOG("ExitLoopEventWait 2 " << (void *)*h);
 MsgWaitForMultipleObjects(1, h, FALSE, ms, QS_ALLINPUT);
#else
 MsgWaitForMultipleObjects(0, NULL, FALSE, ms, QS_ALLINPUT);
#endif
 EnterGuiMutex(level);
}
```

Add:
 I added GoogleTranslator as example.

After build and run application press Translate button for generate error!

Subject: Re: ASSERT(IsMainThread());
Posted by mirek on Tue, 19 May 2009 15:45:57 GMT
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Well, I have fixed this, although I am not quite sure if there is any good use to call GuiSleep from non-main thread:

GuiSleep waits at most given time, but waiting stops if there are any input events (like MouseDown) to be processed. Anyway, processing messages is always performed by the main thread, so it is questionable why is GuiSleep good for non-mains.

Mirek

Subject: Re: ASSERT(IsMainThread());
Posted by tojocky on Tue, 19 May 2009 17:06:12 GMT
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luzr wrote on Tue, 19 May 2009 18:45Well, I have fixed this, although I am not quite sure if there is any good use to call GuiSleep from non-main thread:

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Mirek
In base my example what is the solution?

Subject: Re: ASSERT(IsMainThread());
Posted by tojocky on Fri, 22 May 2009 14:53:20 GMT
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Thank you Mirek for correct GUISleep method;

Very interesting realization of the method void
Ctrl::Call(Callback cb) !