
Subject: Fatal error appear every time when use SetQTF

Posted by [akebee](#) on Thu, 21 Jun 2012 12:42:33 GMT

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```
for(;;)
{
// GuiLock __;
if(Thread::IsShutdownThreads())
break;

String last = view.GetQTF();
String now = last + "[@4 show the qtf string ]]";
view.SetQTF(now);
view.ScrollEnd();

Sleep(20);

}
```

I use above thread to set the richtextview, but the fatal error appear every time when i lauch it! Please tell me whoat's wrong.

File Attachments

1) [fatal error.jpg](#), downloaded 397 times

Subject: Re: Fatal error appear every time when use SetQTF

Posted by [mirek](#) on Thu, 21 Jun 2012 15:06:51 GMT

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Well, first of all, commenting out // GuiLock is wrong.

I guess you might have done this because it seemed to be frozen - it would be no wonder as GuiLock, as written, would cover Sleep call, leaving virtually no chance for main thread to run...

First of all, try:

```
for(;;)
{
    {
        GuiLock __;
        if(Thread::IsShutdownThreads())
        break;

        String last = view.GetQTF();
        String now = last + "[@4 show the qtf string ]]";
        view.SetQTF(now);
```

```
view.ScrollEnd();
}
Sleep(20);

}
```

Subject: Re: Fatal error appear every time when use SetQTF
Posted by [akebee](#) on Thu, 21 Jun 2012 15:18:04 GMT

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er...but if i uncomment the GuiLock__, the program will be very slowly!!!!

Subject: Re: Fatal error appear every time when use SetQTF
Posted by [mirek](#) on Thu, 21 Jun 2012 18:56:36 GMT

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akebee wrote on Thu, 21 June 2012 11:18er...but if i uncomment the GuiLock__, the program will be very slowly!!!!

Have you tried with putting that Sleep out of block?

Do you understand an explanation why it was slow?

Mirek

Subject: Re: Fatal error appear every time when use SetQTF
Posted by [akebee](#) on Thu, 21 Jun 2012 21:36:43 GMT

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mirek,i finally aware of you add the brackets before the Sleep,

```
{
  GuiLock __;
  if(Thread::IsShutdownThreads())
    break;
```

```
  String last = view.GetQTF();
  String now = last + "&[8 [@4 show the qtf string ] ]";
  view.SetQTF(now);
  view.ScrollEnd();
}
Sleep(20);
```

so the ~GuiLock() have change to run.....and it works well this time.
