Subject: GuiLock when creating widgets
Posted by nixnixnix on Fri, 14 Dec 2012 17:03:54 GMT
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Hi,

C++ question: I notice that we can't make widgets without GuiLock now (at least in debug) and I have a base class that contains a widget derived from Option. This object gets made automatically when I create instances of the object that contains the derived widget.

Is there a way to set GuiLock without have to do it every time I create one of my objects? Is there somewhere in a constructor or something please?

Like I say this most likely just showing my ignorance of basic C++.

Thanks for any help,

Nick

Subject: Re: GuiLock when creating widgets
Posted by mirek on Wed, 19 Dec 2012 21:39:12 GMT
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nixnixnix wrote on Fri, 14 December 2012 12:03Hi,

C++ question: I notice that we can't make widgets without GuiLock now (at least in debug) and I have a base class that contains a widget derived from Option. This object gets made automatically when I create instances of the object that contains the derived widget.

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Thanks for any help,

Nick

Principally, with current paradigma, no. It is simple - you want to do GUI (anything that calls

directly or indirectly to CtrlCore, with some exoplicit exceptions), you need to use GuiLock.