## Subject: MT/GuiLock rules changed
Posted by mirek on Sat, 06 Jul 2013 12:33:01 GMT

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Due to very likely possibility of race-condition issue between non-main thread and main thread, it is from now disallowed to create windows, run event loops and call GuiSleep from non-main threads. Documentation was adjusted, reference/GuiLock example updated.

## Subject: Re: MT/GuiLock rules changed
Posted by Sender Ghost on Sat, 06 Jul 2013 18:34:37 GMT

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Hello, Mirek.

I have read some articles from http://habrahabr.ru site, related to C++ and found some recent article about using asynchronous coroutines, e.g. to process some data outside of main thread, while using it inside of main thread without locks.
The address of article:
"Analogue technique for writing await/async from C# to C++" and translated to english.

While the author uses modern C++ features (such as auto, lambda functions, new STL templates) and Boost Coroutine library, I think, this might be useful as a different point of view to the problem and its solution. But sorry, if not related.

Edit: Changed translator to Google.

## Subject: Re: MT/GuiLock rules changed
Posted by mirek on Sat, 06 Jul 2013 18:46:42 GMT

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Sender Ghost wrote on Sat, 06 July 2013 14:34Hello, Mirek.

I have read some articles from http://habrahabr.ru site, related to C++ and found some recent article about using asynchronous coroutines, e.g. to process some data outside of main thread, while using it inside of main thread without locks.
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While the author uses modern C++ features (such as auto, lambda functions, new STL templates) and Boost Coroutine library, I think, this might be useful as a different point of view to the problem and its solution. But sorry, if not related.

Interesting, but not really helpful here...

Subject: Re: MT/GuiLock rules changed
Posted by mdelfede on Mon, 03 Feb 2014 22:58:35 GMT
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Sigh....I miss that one.
I'll have to rethink half of my uppcad gui stuffs because of that limit......