Subject: (win32) gui in a dll
Posted by pber on Wed, 25 Feb 2015 02:17:49 GMT
View Forum Message <> Reply to Message

hi all,
my C main dlopen Tk.dll and just use it, without blocking.

I would do the same with an Ultimate++ gui,
in other words NOT blocking when I call App::Run.

Tried to run the gui from a second thread...
and discovered that this way is explicitly
proibited by Ultimate (I guess by Windows).

Any suggestion about what I miss?
thanks

Subject: Re: (win32) gui in a dll
Posted by mirek on Thu, 26 Feb 2015 07:30:42 GMT
View Forum Message <> Reply to Message

Yes, that is right. Technically, it would probably be possible with Win32 to run the GUI thread as
non-main, but it might be confusing and a lot of code would need to be modified in U++...

Anyway, this model (I mean GUI running in the main thread) is pretty common arrangement, e.g.
Qt has this too.

If you are running "the real stuff" in main thread now and GUI in another, would it be hard to swap
that?