Subject: Run a slow process in another thread to not block GUI
Posted by Infausto on Sun, 15 May 2016 07:19:55 GMT
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Hello everyone:

Back in the day when i use Java, a very exciting helper class was introduced: A SwingWorker. This class serves to do a slow process without blocking the GUI, because basically she launch another thread for that.

I wondering: What is the right aproach to do this in U++?

Many thanks in advance.

Subject: Re: Run a slow process in another thread to not block GUI
Posted by Lance on Sun, 15 May 2016 12:28:11 GMT
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You can also use multi-thread in U++. Refer to multi-thread examples in the references/GuiMT