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Subject: GUI and Thread

Posted by [lovmy](#) on Thu, 24 Nov 2016 14:31:58 GMT

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Hi,

Sorry for my English, i'm French and i don't speak very well this language.

I have a problem, i want to print something into a LineEdit into a thread.

This is what I wrote:

```
void Processus( bool *boucle, LineEdit *l )
{
    while( boucle )
    {
        l->Insert(-1, "test\n" );
        boucle = false;
    }
}
```

...

```
void Test::ConnexionClient()
```

```
{
```

```
...
```

```
Thread::Start( callback2( Processus, &boucle, &client.lignesClient ) );
boucle = true;
```

```
...
```

```
}
```

In lay file i have:

```
ITEM(LineEdit, lignesClient, LeftPosZ(7, 601).TopPosZ(85, 253))
```

I have this error when i execute my program:

Can you help me ? How to use GuiLock ?

I'm using TheEDI Windows edition.

Thank you !

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Subject: Re: GUI and Thread

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Posted by [Zbych](#) on Thu, 24 Nov 2016 17:52:58 GMT

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Take a look at this example: [http://www.ultimatepp.org/reference\\$GuiLock\\$en-us.html](http://www.ultimatepp.org/reference$GuiLock$en-us.html)

This should fix your problem:

```
void Processus(bool *boucle, LineEdit *l)
{
    while(boucle)
    {
        {
            GuiLock __;
            l->Insert(-1, "test\n" );
        }
        boucle = false;
    }
}
```

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Subject: Re: GUI and Thread

Posted by [lovmy](#) on Fri, 25 Nov 2016 09:21:47 GMT

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Hi !

OK it's work.

I have just a little problem, i want into my thread write into the LineEdit the data received in a socket connexion.

If i have in .h file:

```
static TcpSocket connexion;
```

and

```
void Processus( bool *boucle, LineEdit *l )
{
    while( boucle )
    {
        char ServerResponse[10];
        ConnexionTCP::connexion.Get(ServerResponse, 10);
        GuiLock __;
        ...
    }
}
```

I have undefined error in linking in other method of my class:

```
void ConnexionTCP::fermerConnexion( void )
{
    if( connexion.IsOpen() )
        connexion.Close();
}
```

If i remove "static", i have no error but i can't acces to connexion into my thread.

I thing it's probably a C++ syntax error but can you help me ?

Thank you !!!

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Subject: Re: GUI and Thread  
Posted by [lovmy](#) on Fri, 25 Nov 2016 09:31:43 GMT  
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Hi,

Sorry i'm stupid, i forgot to declare:

```
TcpSocket ConnexionTCP::connexion;
```

into cpp file.

Now it's OK.

Thank you for your help, Ultimate C++ is very good !

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