

Re: DoEvents() "Hangs"

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-08/msg00991.html>

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 - *Date:* Thu, 3 Aug 2006 21:00:24 -0700
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Doug Forster wrote:

Hi,

We believe that will the current solution is ugly it should still work. We remain puzzled that the DoEvents will work but then suddenly stop responding.

Well I hope you take some of the very good advice you have been given so far, but I must admit I do agree with your statement here. Hangs like this can be caused by deadlocks though you haven't shown enough code to tell us much there. I also wonder if your thread code might be poking its nose into UI components in a non thread safe way?

....which is to say, in any way at all.

My first thought on reading the initial post in this thread was that the background thread is trying to update the UI without going through Control.{Begin}Invoke – that's a sure recipe for UI hangs like this. But since he's apparently using .NET 2.0, I doubt that's the case, since the 2.0 Winforms classes will throw an exception if you touch them from the wrong thread.

I agree completely with the other advice in this thread: get rid of the sleep/doEvents loop and put up a modal form, or just disable the main form until a callback (or event) from the worker thread indicates that it's time to move on to the next step.

–cd