

## Re: Waiting for Dialog to update in a Nnew Thread

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- *From:* "Scott McPhillips [MVP]" <org-dot-mvps-at-scottmcp>
  - *Date:* Sat, 05 Nov 2005 12:09:07 -0600
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Alan Hadley wrote:

```
void CCombineDoc::AddString(CString s)
{
    if(s.GetLength()>127) s=s.Left(127);
    strcpy(t,s);
    HANDLE event;
    event=CreateEvent(0,true,false,"AddEvent");
    progress->PostThreadMessage(WM_PROGRESS_ADD,0,(long)t);
    WaitForSingleObject(event,INFINITE);
    CloseHandle(event);
}
```

But it locks up. If I comment out the line marked // \*\*\* the Wait works properly, so the problem is something to do with manipulating the dialog controls.

Any suggestions?

Alan

I suspect that you created the progress dialog in the main thread, but are attempting to update it from the secondary thread. This would cause the lockup. You cannot update a control created in the main thread if the main thread is suspended in a WaitFor...

You threw out the best solution because, you said, "the code is messy." Maybe so. But interthread communication is inherently restricted to doing what is thread-safe. You can't use multithreading without accounting for its inherent restrictions.

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Scott McPhillips [VC++ MVP]

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