

Intermittent work in UI thread

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Hi,

I'm trying to create a UI thread to do constant background work, but I'm having some design problems.

The thread needs to fetch records from a database. do some processing on each record and, when there are no more records, sleep for 1 minute before check the database again. The process will be controlled with thread messages (to start, pause, query...).

My problem is where should I put the processing work. I need it to be responsive between cycles, where the process waits for 1 minute, so I can stop it in that period. My only idea is using OnIdle to do the work. But then, how should I make it real idle when waiting for 1 minute?

Could anyone give some hints on what is the way to go?

Thanks

Pedro Ferreira

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