

# EVENT-QUEUEING

Determines whether messages received from the windowing system for this dialog should be processed immediately. By default, certain messages are queued in order to be compatible with the behaviour of older Natural versions under Windows 3.x. This attribute allows event queueing to be disabled at the dialog level, causing these messages to be processed immediately.

Event queueing was introduced under Windows 3.x to serialize messages dispatched via nested message loops. Such nested message loops were common under Windows 3.x in order to wait for a potentially lengthy operation (such as a remote database access) without hanging Windows. This is no longer a problem under newer versions of Windows, because these are pre-emptive operating systems. As such, it is no longer possible for an application that is not processing its messages to hang the system. Therefore, it is usually preferable (especially for newly written applications) to turn event queueing off.

<b>Applies to</b>	Dialog (all types).
<b>Data Type</b>	BOOLEAN
<b>Default Value</b>	TRUE
<b>Possible Values</b>	TRUE / FALSE