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Thread: [Delay code execution](#)

sososerious - September 14, 2017, 12:50 pm

After searching hours and hours and debugging and whatnot seems like i just cant find a solution to so simple problem... what i need is something like this

```
for(int i=0; i<100; i++)
{
    wait here 2-3 seconds
    string result = doSomeGUIworkHere();

    if(result == desiredResult)
    {
        break;
    }
}
```

I tried Thread.Sleep, timer with elapsed event, task delay with async await... But to no avail. If i use thread.sleep it just blocks thread and wont do doSomeGUIworkHere();
If i use timer then it just fires doSomeGUIworkHere(); 100 times.

Please help.

SIM-2071734 - September 14, 2017, 12:56 pm

Use a thread? charlimit

[warn]

sososerious - September 14, 2017, 1:05 pm

(Sep 14, 2017 12:56 PM)lupettohf Wrote: [\[CITE\]](#) Use a thread? *charlimit*Any code sample? :)

MrRopain - September 14, 2017, 2:14 pm

Why would you have to wait? Maybe theres a better approach to what youre trying to achieve than to wait.

0xDEAD10CC - September 14, 2017, 8:15 pm

[https://msdn.microsoft.com/en-us/library/hh139096\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/hh139096(v=vs.110).aspx)

Sorzus - September 14, 2017, 10:31 pm

Do not use a thread! That'd be a huge waste of processor time. Just use await or a timer (which is actually the same, await Task.Delay as mentioned above might be the best solution). Can you show us your not working code with async/await?

ForceJew - September 15, 2017, 3:22 am

```
async void Dank()
{
    for(int i=0; i<100; i++)
    {
```

```
await Task.Delay(2000);  
string result = doSomeGUIworkHere();
```

```
if(result == desiredResult)  
{  
    break;  
}  
}  
}  
}  
should work i guess
```

sososerious - *September 15, 2017, 10:55 am*

Thank you guys! I have found your suggestions very helpful and i have found solution so thanks all!!
:)