
Subject: Thread based "conveyor" class for Win32
Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 16:51:27 GMT
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In my work I have rather usual task of having some queue service, processing main thread requests in background. I just finished general purpose class template for simplified handling of such a task. It's rather young (with interface unpolished) but look at what you can do with it:

```
template<class T> class ConveyorThread : protected Thread
{ typedef ConveyorThread CLASSNAME;
public:
    ConveyorThread(bool enabled = true);
    virtual ~ConveyorThread();
    void Enable(bool enable = true);

    void Request(Callback1<const T &>handler, const T &request);
    void ClearAllRequests();

    void SharedEnter();
    void SharedLeave();

    void RequestFinish();
    int  WaitFinished();
    bool IsFinished();
}
```

Just add request for asynchronous processing and define handler for it - and that's all. Rather convenient, I suppose.

Class also has guarding functions for interacting with main thread's objects:
SharedEnter/SharedLeave (for updating interface, statistics, etc).

Any suggestions, critics and recommendations is appreciated.

File Attachments

1) [ConveyorThread.h](#), downloaded 505 times
