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 asyncronous 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 559 times