Subject: MT on Linux?
Posted by mrjt on Thu, 13 Mar 2008 15:08:29 GMT
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I was just wondering whther anyone is using multi-threading on Linux, as I'm having a variety of problems with it. Basically I have two programs with a client/server relationship. Both are Upp, server is a console app and the client has a GUI.

This works perfectly on Windows, but on Linux (KDE) I'm seeing the following problems:
1- Running a single thread in the server causes many (10+) seemingly identical processes to be added (as visible on the task-manager equivalent). Why?
2- I still see the issue that Chameleon only works in MT mode.
3- The GUI app has heap leaks that only appear when compiled with MT. I have tested this on a literally empty program (just GUI_APP_MAIN { }) and they still occur. This is particularly annoying because of (2), and I suspect these issues may be related.
4- It's very easy to make the GUI lock-up. I'm doing this:
Main window with progress bar
Thread doing something across the network
Thread updates the progress bar (via callback)
On network error the thread trigger a callback that does the following, then exits the thread:

```
void OnError(String txt)
{
  Exclamation(txt);
  wnd.Close();
  SetExitCode(2);
}
```

The main window locks up after the Close call.

The only similar problem I had with Win32 was that it's possible to trigger the ASSERT(!IsPainting()) in Ctrl::WindowProc if you call Exclamation at the wrong time, and I can't see way to do any sort of lock since IsPainting is private.

I know I should submit some test cases, but I'm going to try installing a native GTK distribution first and see if the problems persist. Am I the only one having these problems?

Cheers,
James