Subject: Re: Assertion in Debug.cpp:246 "nesting_depth == 0"
Posted by mirek on Wed, 22 Mar 2006 19:37:11 GMT
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hojtsy wrote on Wed, 22 March 2006 13:24I have threads running on exit because those threads are waiting for very slow HTTP servers to respond (inside library method). Since U++ does not provide thread termination, and I can not notify the library function to stop waiting, I would have to wait for the download attempts to time out, which could be 1 minute. It is not acceptable to wait 1 minute for application termination.

Actually, this is quite interesting topic to resolve:

- first, it is IMO impossible to correctly terminate the thread the "hard" way - in C++, many resources would be left allocated. What would indeed be needed is some form of "forced thread exception"... (is that possible)?

- lefts us with "soft" way - somehow signalling to the thread that it should terminate. In "GuiMT" example, I am doing that using active checking of "terminated" state, but that of course is not a very good way...

Any suggestions in this area are welcome!

Quote:
I am not using TIMING or RTIMING in my application, so they should be in the library.

OK, I will run "find in files"

Mirek