Subject: Re: Thoughts about alternative approach to multithreading
Posted by Mindtraveller on Wed, 15 Oct 2008 20:53:16 GMT

I think QueueThread class should support classic U++ Callbacks. Because from the hierarchical point of view thread is a simple worker that should know nothing about executing code specifics. Also I think that adding event should use pick behaviour heavily, so adding new event (with it`s data) we be very "cheap" operation.

I do use this approach for some time in undustrial automation projects and it proved to be stable and predictive. Recently I`ve posted archive with queued thread class (ConveyorThread). Archive also contains RS232Thread class derived from ConveyorThread with documentation.
More I think of it, more I want to switch from classic synchronization objects to queued threads. Using brain , templates, picking and U++ containers should make this as effective as simple Mutexes.