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Subject: Re: Thread calls GUI

Posted by [Sami](#) on Mon, 16 Feb 2009 20:35:46 GMT

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Thanks for the replies.

Ok, I cannot kill the thread. What about thread exceptions. How should they be implemented. I have an option to replace c++ exceptions with a call to static function if needed. Are the exceptions allowed and where should I catch them (in the example I gave at the top post)? It's not trivial to get rid of the exceptions in the thread (to exit cleanly).

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