
Subject: MT app hangs

Posted by [mdelfede](#) on Tue, 15 Dec 2009 23:29:58 GMT

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This app :

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class TestThread : public TopWindow
```

```
{
```

```
protected:
```

```
    bool stop;
```

```
    void buttonCb(void);
```

```
    Thread thr;
```

```
    virtual void thrCb(void);
```

```
    ProgressIndicator progress;
```

```
    Button button;
```

```
    StatusBar status;
```

```
public:
```

```
    typedef TestThread CLASSNAME;
```

```
    TestThread();
```

```
};
```

```
void TestThread::thrCb(void)
```

```
{
```

```
{
```

```
    GuiLock __;
```

```
    status.Set("Running, " + FormatInt(thr.GetCount()) + " threads");
```

```
}
```

```
for(;;)
```

```
{
```

```
{
```

```
    GuiLock __;
```

```
    if(progress < 100)
```

```
        progress++;
```

```
    else
```

```
        progress = 0;
```

```
    if(stop)
```

```
        break;
```

```
}
```

```
    usleep(100000);
```

```
}
```

```

{
    GuiLock __;
    status.Set("Idle....");
}
}

void TestThread::buttonCb(void)
{
    if(stop)
    {
        stop = false;
        button.SetLabel("STOP");
        thr.Run(THISBACK(thrCb));
    }
    else
    {
        stop = true;
        thr.Wait();
        button.SetLabel("START");
    }
}

TestThread::TestThread()
{
    SetRect(0, 0, 300, 150);
    Add(button);
    button.TopPos(90, 30).HCenterPos(100);
    button.SetLabel("START");
    Add(progress);
    progress.TopPos(30, 40).HCenterPos(250);
    progress.Set(0, 100);
    AddFrame(status);
    status.Set(" ");

    stop = true;
    button <<= THISBACK(buttonCb);
}

GUI_APP_MAIN
{
    TestThread().Run();
}

```

Hangs on "thr.Wait()" line.

Removing the Wait line the app seems work, but, as far as I can see, it leaves the thread callback

running (but blocked somehow...); the tread count shows erroneously the correct runnung thread count.

Looking deeper inside, the app seems to hang on callback return.

If I remove the callback code (but leave the empty callback function) the app behaves good.
In another non-gui testcase the app behaves also good.

Do I miss something or it's a bug ?

Ciao

Max

p.s.: ubuntu karmic, gcc 4.4.1
