
Subject: Re: MT app hangs

Posted by [mirek](#) on Thu, 17 Dec 2009 17:20:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Thu, 17 December 2009 07:51Hi, Mirek, thank for your answer

Anyways, I don't see a simple solution to my problem, indeed.

As far as I can understand, I can't use Wait() from inside the button callback, or anyways can't wait for the thread to stop from inside a gui event handler, as the thread could try a GuiLock between the Wait() call and its termination.

Ha! That is true.

Well, that is the hard part of MT...

I guess the really bad issue here is the Wait call. I think things would be much simplified if you avoided Wait and posted callback at the end of thread.

Quote:

Why does Gui need to be locked inside event handlers ?

Because it does a lot of things to GUI status. E.g. setting focuses, changing widget status etc...

In theory, the locking could be much fine-grained (like locking individual widgets before accessing them). But doubt it would be any easier....

Quote:

Or there's a nicer solution ?

```
void TestThread::thrCb(void)
{
    {
        GuiLock __;
        status.Set("Running, " + FormatInt(thr.GetCount()) + " threads");
    }
    for(;;)
    {
        {
            GuiLock __;
            if(progress < 100)
                progress++;
            else
                progress = 0;
            if(stop)
```

```
        break;
    }
    Sleep(1000);
}
{
    GuiLock __;
    status.Set("Idle....");
}
PostCallback(THISBACK(Stop));
}
```

```
void TestThread::Stop()
{
    button.SetLabel("START");
}
```

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