Subject: Question about Threads
Posted by Reini on Fri, 19 Mar 2010 17:07:41 GMT
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Hello upp Team,

I am experimenting a bit with Thread programming in upp and encountered an error.
The compiler did not recognize the thread class name.

The example GUIMT runs without errors from which I took most of the code, but my application does not recognize the thread class.

```
class MyClass : public WithMyClassLayout<TopWindow>
{
public:
 typedef MyClass CLASSNAME;
 MyClass();
 void StartPlay();

 //thread handling
 volatile Atomic terminated;
 volatile Atomic threads;
};

typedef struct {
 MyClass *gui;
} PlayInfo;

//thread callback
void WorkerThread(PlayInfo f)
{
    while (true)
    {
  if(f.gui->terminated)
   break;
  //playfile

    }
 AtomicDec(f.gui->threads);
}

//Callback of button
void MyClass::StartPlay()
{
 PlayInfo f;
 f.gui = this;
```

```
 AtomicInc(threads);
 Thread().Run(callback1(WorkerThread, f));//error in this line
}
```

Output:

```
error C2228: Left of ".Run" has to be a class/struct/union
        Typ is "unknown-type"
error C3861: "Thread": Identifier was not found.
```

Thank you for comments and help
