## 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.qui = 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