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Subject: Re: Question about Threads

Posted by [koldo](#) on Fri, 19 Mar 2010 20:25:15 GMT

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Reini wrote on Fri, 19 March 2010 18:07Hello 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

Hello Reini

I can answer you with a 99,999% of possibilities that the problem comes from you have not included in "Project/Main package configuration" the option MT (multi thread).

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