
Subject: Re: Stop Download

Posted by [mubeta](#) on Sat, 17 Jul 2010 21:03:06 GMT

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Ok, I found an fast solution:

1) Using an hidden progress that take in account the "tarminate" flag:

```
class MyHideProgress {
```

```
protected:
```

```
int          total, pos;
```

```
volatile Atomic *terminated;
```

```
public:
```

```
bool  SetCanceled(int p, int t)  { pos = p; total = t; return (bool)*terminated; }
```

```
operator Gate2<int, int>()      { return callback(this, &MyHideProgress::SetCanceled); }
```

```
typedef MyProgress CLASSNAME;
```

```
MyHideProgress(volatile Atomic *t) { terminated = t; }
```

```
};
```

2) In this way the gui program can be closed quickly also with HttpClient working in background thread.
