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Subject: Re: MultiThreads and GLCtrl  
Posted by [ratah](#) on Fri, 17 Sep 2010 12:36:03 GMT  
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Hi,

Here is an example of multithread usage.

It's a copy of code posted here (or in the tutorial of upp, i do not remember). I give it a minor modification.

I have a bug: when you push the STOP button, it crash!

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class TestThread : public TopWindow
{
protected:
    bool stop;
    void buttonCb(void);
    Thread thr1, thr2;
    virtual void thrCb(void);
    virtual void thrPerso(void);

    ProgressIndicator progress;
    int32 icounter;
    Button button;
    StatusBar status;

public:
    typedef TestThread CLASSNAME;

    TestThread();
};

void TestThread::thrCb(void)
{
    for(;;)
    {
        GuiLock __;

        if(progress < 100)
            progress++;
        else

```

```

progress = 0;
if(stop)
break;

Sleep(100);
}

}

void TestThread::thrPerso(void)
{
for(; ; )
{
{
GuiLock __;
icounter++;
status.SetInt(icounter);
}
Sleep(100);
}
}

void TestThread::buttonCb(void)
{
if(stop)
{
stop = false;
button.SetLabel("STOP");

// I run here the first thread
thr1.Run(THISBACK(thrCb));

// I run here the second thread
thr2.Run(THISBACK(thrPerso));
}
else
{
stop = true;
thr1.Wait();
thr2.Wait();
button.SetLabel("START");
}
}

TestThread::TestThread()
{
SetRect(0, 0, 300, 150);

```

```
Add(button);
button.TopPos(90, 30).HCenterPos(100);
button.SetLabel("START");
Add(progress);
progress.TopPos(30, 40).HCenterPos(250);
progress.Set(0, 100);
icounter = 0;
AddFrame(status);
status.Set(" ");

stop = true;
button <<= THISBACK(buttonCb);

}

GUI_APP_MAIN
{
    TestThread().Run();
}
```

Do not forget to change Configuration flags to Executable, GUI, Multithreaded!!

Hope you can fix the bug, good luck

RAtah

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