

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.SetIntStr(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
