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Subject: Re: Simple thread example

Posted by [dolik.rce](#) on Mon, 01 Nov 2010 11:59:15 GMT

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Hi Neilson,

First a hint: you can search in package selection dialog and in help inside the IDE. It is usually faster (and as it seems even more reliable ) than windows file search

Probably simplest possible example suiting your needs: `#include <Core/Core.h>`  
using namespace Upp;

```
void ThreadFn(){
    while(!Thread::IsShutdownThreads()){
        Cout()<<"doing something here\n";
        Sleep(1000);
    }
}
```

```
CONSOLE_APP_MAIN{
    Thread::Start(callback(ThreadFn));
    Sleep(4000);
    Thread::ShutdownThreads();
}
```

Note that you have to set MT flag to compile it (otherwise Thread is not defined).

If you need finer control of the thread, you can also use little bit different syntax: `Thread t;`  
`t.Run(callback(ThreadFn));` The variable `t` can then be used for example to `Wait()` for the thread to end or set its priority (win32 only).

Best regards,  
Honza

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