
Subject: Re: Simple thread example

Posted by [nneilson](#) on Mon, 01 Nov 2010 21:08:17 GMT

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dolik.rce wrote on Mon, 01 November 2010 12:59Hi Neilson,

1. 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();  
}
```

2. 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 a 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

Thanks Honza, that is a great help.

1. The IDE "Search" works good. Even Win XP will not search in Java files but Eclipse will.

2. Project->Main package configuration->right click->Append row->MT

The upp file now has:

```
mainconfig  
    "" = "GUI",  
    "" = "MT";
```

I will try working your code into my app.

Thanks (much)
Neil

edit: One thing I tinkered with in Python was to print each line of a file, stop it, and rewind (from that point read the previous lines.

I did not get that in the Java app but will in C++, it interacts with a display app that replays a track on a moving map.

I will include a link to the app in "Applications" on this forum when I get it to work.
