Subject: thread sample and overrideCursor
Posted by ratah on Fri, 19 Nov 2010 11:45:44 GMT
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Hi everybody,

I give a little modification to thread sample i found here.

```
#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;

  Image ImgCrs;

 public:
  typedef TestThread CLASSNAME;

  TestThread();

};

void TestThread::thrCb(void)
{
 for(;!stop;)
 {
  if(progress < 30)
   progress++;
  else
  {
   // I stop progress bar here
   // Inside the thread, so thr1 always run!!!!

   stop = false;
   OverrideCursor(ImgCrs);
```

```
   UpdateRefresh();
   break;
  }

  Sleep(100);
 }
}

void TestThread::thrPerso(void)
{
 for(;!stop; )
 {
  icounter++;
  status.Set(IntStr(icounter));

  Sleep(100);
 }
}

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

  ImgCrs = OverrideCursor(Image::Wait());
  thr1.Run(THISBACK(thrCb));
  thr2.Run(THISBACK(thrPerso));
 }
 else
 {
  OverrideCursor(ImgCrs);

  stop = true;
  thr1.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();
}
```

thread 1: incrementation of progress bar
thread 2: incrementation of counter in status bar

I have a question about Cursor Image,
Why image cursor doesn't change at once? I need to move it to turn back to the original arrow cursor???

Thank you for your responses

Ratah
