

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
