
Subject: Re: Shutdown procedure by clicking red x
Posted by [alendar](#) on Fri, 24 Dec 2010 22:45:25 GMT
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Hi Neil,

I used this technique to interrupt a thread at closing time:

```
enum ListLoaderEnum {LL_RESET, LL_KILLLOAD};

class MainWin : public WithMainLayout<TopWindow> {
protected:

    StaticMutex loadListLock;
    Thread listLoaderThread;
    volatile Atomic stopFetchingTags;

public:
    MainWin() : stopFetchingTags(0) {

    virtual void Close() {
        // While we are in the Close event, no threads can continue, so a Wait will lock up the system
        // Notify threads to stop, then trigger a callback
        int x = listLoaderThread.GetCount();
        if (x) {
            loadListLock.Enter();
            stopFetchingTags = LL_KILLLOAD;
            loadListLock.Leave();
            this->ProcessEvents();
            Sleep(100);
            PostCallback(THISBACK(Close));
        } else {
            TopWindow::Close(); // Won't close unless this is called
        }
    }

    void EnrichDbFromTags() {
        listLoaderThread.Run(THISBACK(EnrichDbFromTagsThread));
    }

    void EnrichDbFromTagsThread() {
        stopFetchingTags = LL_RESET;

        ...

        while(!st.Fetch()) {
```

```
if (stopFetchingTags == LL_KILLLOAD) {  
    break;  
}  
...  
}  
}
```

I tried the `Thread::IsShutdownThreads()` but it just locked up tight. The `StaticMutex` is probably overkill.

Jeff
