Subject: Re: Shutdown procedure by clicking red x
Posted by alendar on Fri, 24 Dec 2010 22:45:25 GMT
View Forum Message <> Reply to Message

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(lst.Fetch()) {
```

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

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

Jeff
