
Subject: Re: Rainbow, first iteration
Posted by [nneilson](#) on Sat, 16 Jul 2011 22:38:09 GMT
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mirek wrote on Fri, 15 July 2011 08:12 Sorry, but I am yet not sure what is an overall correct behaviour w.r.t. system shutdown.

Here is something to consider for shutdown as I had problems with this in U++ (and Java).
http://www.ultimatepp.org/forum/index.php?t=msg&goto=30002&#msg_30002

Shutting down each thread INSIDE the thread.

```
void endX(){end = true; Sleep(2000);}
```

```
GUI_APP_MAIN{  
    GPSx2().Run();  
    ...  
    ...  
    endX();
```

```
// and then in each thread  
    Sleep(1000);  
    while (CommPort.ReadDataWaiting() ) {  
        if(end) break;  
        try{  
// with global  
void endX();  
bool end;
```

So if "end=true;" the timing is such that each thread can shut itself down.

In Java it was handled with this one line:
af.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

Maybe something similar to this could be implemented in U++ as a way to shut down apps correctly.

Thread::ShutdownThreads(); Did not work for me!