
Subject: Re: Thread with parameterized callback?
Posted by [crydev](#) on Sun, 11 Nov 2012 09:09:34 GMT
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I think I solved part of my problem. However: I don't think the solution I used it a good / neat one. I placed the Threading part of the code in the GUI class. I was planning on putting that into the worker class.

The following code works. I now get my controls updated on by one though a callback while still having the GUI responsive.

```
void MovieManager::ButtonImdbSearch()
{
    int row = mMovieList.GetClickRow(); // variable needed to identify the value which to search for
    if (row >= 0)
    {
        mStatusBar.Set(STATUS_SEARCHING_IMDB); // Set status to "Searching IMDb..."
        mImdbCtrls.Clear(); // Clear current search results
        Thread().Run(THISBACK1(RunImdbSearchAsync, row)); // Start new thread in function below
    }
}

void MovieManager::RunImdbSearchAsync(int row)
{
    ImdbManager im;
    mStatusBar.AddFrame(mMainStatusInfoCtrl); // Still having trouble here, adding
    progressbar to statusbar
    im.WhenSearchGetCount = THISBACK(ImdbSearchGetCount); // Callback that reports total
    search result count once to populate progressbar
    im.WhenImdbMovie = THISBACK(ImdbMovieFound); // Callback that will update GUI by
    creating control
    im.ImdbSearch(mMovieList.Get(row, 0)); // Run the operation...
    mStatusBar.Set(STATUS_READY); // Operation done, set status to "Ready"
    mStatusBar.RemoveFrame(mMainStatusInfoCtrl); // remove the progressbar from the
    statusbar
}

void MovieManager::ImdbSearchGetCount(int pParam)
{
    mStatusProgress.Set(0, pParam);
}

void MovieManager::ImdbMovieFound(ImdbMovie pParam)
{
    int i = mImdbCtrls.GetCount() > 0 ? mImdbCtrls.GetCount() - 1: 0;
    ImdbSearchResult *m = new ImdbSearchResult();
    m->SetValues(CtrlImg::save(), pParam.cTitle, pParam.cUrl);
    mImdbCtrls.Add(m);
}
```

```
mImdbSearchResults.Add(mImdbCtrls[i].HSizePos().TopPos(IMDBCTRLHEIGHT * i,  
IMDBCTRLHEIGHT));  
mScrollBar.SetTotal(mImdbCtrls.GetCount() * IMDBCTRLHEIGHT);  
}
```
