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## Subject: How to close a Thread?

Posted by [NilaT](#) on Wed, 28 Nov 2012 15:10:18 GMT

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Hello,

I currently have a huge problem, hope you can help me.

I have a (Single<>)class which includes a Thread.

I need to use the thread from different positions of my main program.

The problem is, that I need to stop the thread before closing a dialog, but how can I do that? I searched on the site, in the forum, on google... But I found nothing usefull.

All I found was "ShutdownThreads", but this only sets a flag and does not stop the thread itself...

I also tried to Close the Handle after GetHandle(), with no success.

If you need some code, look here:

```
void TCPConnection::startChecking()
{
    // Thread starten
    if(s.IsOpen()) // s is a Socket Connection
    {
        m_terminateThread = false;
        t.Run(THISBACK(cb));
    }
}
```

```
void TCPConnection::stopChecking()
{
    // thread beenden
    if(t.IsOpen())
        m_terminateThread = true;
}
```

```
void TCPConnection::cb()
{
    while(!m_terminateThread)
    {
        tempBuffer = s.Read(1000);

        if(!IsNull(tempBuffer))
        {
            buffer += tempBuffer;
            tempBuffer.Clear();
            WhenDataReceived();
        }
    }
}
```

```
// CloseHandle(t.GetHandle()); // wont work
```

```
bool TCPCConnection::hasThreadStopped()
{
    return !t.IsOpen();
}
```

And on the main program I do the following:

```
void xxxDlg::onCancel()
{
    if(TcpConnection().s.IsOpen()) // TcpConnection() returns ref on Single<TCPCConnection>
    {
        TcpConnection().stopChecking();

        while(!TcpConnection().hasThreadStopped())
        {
            Sleep(50); // this is where I stuck... The thread is not closed!!!!
        }
        TcpConnection().s.Close();
    }

    Break(IDCANCEL);
}
```

Thanks in advance

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