
Subject: Re: How to use Thread()

Posted by [Mindtraveller](#) on Fri, 12 Dec 2014 23:02:08 GMT

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Hi Luigi,

First of all, the syntax.

The callback is constructed using the form:

```
callbackN(pointerToObject, pointerToObjectRoutine{,N_arguments})
```

In your case it will be something like

```
Thread().Run( callback2( &vega, &vegadb::SavePairing, num1, num2 ) );
```

The second thing is I won't recommend using Thread::Run routine because

1) Each call creates a new thread which is expensive system operation (especially in Windows).

So if you call it frequently, you create unnecessary heavy pressure on OS kernel.

2) You can't detect the moment your routine is finished. This is very bad because you should wait for thread and delete it correctly if user wants to quit your app. This is also bad because you must know when some internal variable was changed by parallel routine.

There are different approaches and I recommend designing your inter-threading interactions first.

What will be changed? How is main thread is affected on this change? How this data will be safely delivered to calling thread?

If you answer this questions, you may choose the best implementation.
