
Subject: Re: Wait for other Threads

Posted by [koldo](#) on Fri, 03 Jun 2016 06:50:18 GMT

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Hello funky

I am not an expert in multi threading and in my projects I use another focus. However I see two things in your code:

- I would replace `while(Thread::GetCount());` with:

```
while(Thread::GetCount()) {  
    ProcessEvents();  
    Sleep(0);  
}
```

I think that with `while(Thread::GetCount());` you are locking main thread with an infinite loop, and GUI locks in threads will wait forever.

Calling `ProcessEvents();` inside the loop you let the GUI to be refreshed by the threads you have launched.

- `intfile`

This is a variable handled globally by different threads without any control, so results will be undefined...

A safer way could be to declare `intfile` as `Atomic` and increase it with `AtomicInc`:

`Atomic intfile;`

...

`AtomicInc(intfile);`

`intfile` will behave as an `int`, but multiple threads will access it safely.
