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Subject: Re: Wait for other Threads

Posted by [funky1221](#) on Sat, 04 Jun 2016 00:30:33 GMT

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I used ProcessEvents() but threads still inside the loop.  
just refresh GUI.

If I use PromptOK inside the loop, threads seems to be finished, why ?

But I changed "void testU::Searchfile" to "void Searchfile" and used PostCallback referenced from GuiMT,  
it worked.

koldo wrote on Fri, 03 June 2016 08:50Hello 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  
Guilocks 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.

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