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Subject: Re: multithread access to the same control  
Posted by [hojtsy](#) on Tue, 31 Jan 2006 23:11:04 GMT  
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I have a question about the Thread object.

Suppose that every time a button is pressed, I would like to start a new worker thread which terminates after a processing task is finished by it.

```
void onButton()
```

```
{  
    Thread t;  
    t.Run( THISBACK(ProcessingFunction) );  
}
```

Will the destructor of the Thread object terminate the thread? If yes, then I need dynamic allocation of Thread, but I won't know when to release that memory.

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