
Subject: MT app hangs

Posted by [mdelfede](#) on Tue, 15 Dec 2009 23:29:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

This app :

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class TestThread : public TopWindow
```

```
{
```

```
protected:
```

```
    bool stop;
```

```
    void buttonCb(void);
```

```
    Thread thr;
```

```
    virtual void thrCb(void);
```

```
    ProgressIndicator progress;
```

```
    Button button;
```

```
    StatusBar status;
```

```
public:
```

```
    typedef TestThread CLASSNAME;
```

```
    TestThread();
```

```
};
```

```
void TestThread::thrCb(void)
```

```
{
```

```
{
```

```
    GuiLock __;
```

```
    status.Set("Running, " + FormatInt(thr.GetCount()) + " threads");
```

```
}
```

```
for(;;)
```

```
{
```

```
{
```

```
    GuiLock __;
```

```
    if(progress < 100)
```

```
        progress++;
```

```
    else
```

```
        progress = 0;
```

```
    if(stop)
```

```
        break;
```

```
}
```

```
    usleep(100000);
```

```
}
```

```

{
    GuiLock __;
    status.Set("Idle....");
}
}

void TestThread::buttonCb(void)
{
    if(stop)
    {
        stop = false;
        button.SetLabel("STOP");
        thr.Run(THISBACK(thrCb));
    }
    else
    {
        stop = true;
        thr.Wait();
        button.SetLabel("START");
    }
}

TestThread::TestThread()
{
    SetRect(0, 0, 300, 150);
    Add(button);
    button.TopPos(90, 30).HCenterPos(100);
    button.SetLabel("START");
    Add(progress);
    progress.TopPos(30, 40).HCenterPos(250);
    progress.Set(0, 100);
    AddFrame(status);
    status.Set(" ");

    stop = true;
    button <<= THISBACK(buttonCb);
}

GUI_APP_MAIN
{
    TestThread().Run();
}

```

Hangs on "thr.Wait()" line.

Removing the Wait line the app seems work, but, as far as I can see, it leaves the thread callback

running (but blocked somehow...); the tread count shows erroneously the correct running thread count.

Looking deeper inside, the app seems to hang on callback return.

If I remove the callback code (but leave the empty callback function) the app behaves good. In another non-gui testcase the app behaves also good.

Do I miss something or it's a bug ?

Ciao

Max

p.s.: ubuntu karmic, gcc 4.4.1

Subject: Re: MT app hangs

Posted by [mirek](#) on Thu, 17 Dec 2009 12:22:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
void TestThread::thrCb(void)
{
{
    GuiLock __;
    status.Set("Running, " + FormatInt(thr.GetCount()) + " threads");
}
for(;;)
{
{
    GuiLock __;
    if(progress < 100)
        progress++;
    else
        progress = 0;
}
    Sleep(100);
    if(stop)
        break;
}
}
```

```
void TestThread::buttonCb(void)
{
    if(stop)
    {
        stop = false;
    }
}
```

```

    button.SetLabel("STOP");
    thr.Run(THISBACK(thrCb));
}
else
{
    stop = true;
    thr.Wait();
    status.Set("Idle....");
    button.SetLabel("START");
}
}

```

The problem was that GuiLock is locked in buttonCb (that is the point...).

Mirek

Subject: Re: MT app hangs
 Posted by [mirek](#) on Thu, 17 Dec 2009 12:24:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

P.S.: In some cases, you might want to serialize access to 'stop'. I believe that given supported memory architecture, it is not required in this case, but I might be wrong...

Subject: Re: MT app hangs
 Posted by [mdelfede](#) on Thu, 17 Dec 2009 12:51:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, Mirek, thank for your answer

Anyways, I don't see a simple solution to my problem, indeed.
 As far as I can understand, I can't use Wait() from inside the button callback, or anyways can't wait for the thread to stop from inside a gui event handler, as the thread could try a GuiLock between the Wait() call and its termination.

Worse, the tread can (ad it's probably) waiting for a lock to become free when I'm inside a callback, so I can't communicate with it.

The example I posted is very simplified, but what I need is a thread that can react to a Gui or a timed event (stop = true, and that's ok...) AND to check that the thread received it (Wait(), and that's not ok).

Why does Gui need to be locked inside event handlers ?
 Can I unlock it inside the handler just to wait my thread to finish ? Or there's a nicer solution ?

Ciao

Max

Subject: Re: MT app hangs

Posted by [mirek](#) on Thu, 17 Dec 2009 17:20:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Thu, 17 December 2009 07:51Hi, Mirek, thank for your answer

Anyways, I don't see a simple solution to my problem, indeed.

As far as I can understand, I can't use Wait() from inside the button callback, or anyways can't wait for the thread to stop from inside a gui event handler, as the thread could try a GuiLock between the Wait() call and its termination.

Ha! That is true.

Well, that is the hard part of MT...

I guess the really bad issue here is the Wait call. I think things would be much simplified if you avoided Wait and posted callback at the end of thread.

Quote:

Why does Gui need to be locked inside event handlers ?

Because it does a lot of things to GUI status. E.g. setting focuses, changing widget status etc...

In theory, the locking could be much fine-grained (like locking individual widgets before accessing them). But doubt it would be any easier....

Quote:

Or there's a nicer solution ?

```
void TestThread::thrCb(void)
{
    {
        GuiLock __;
        status.Set("Running, " + FormatInt(thr.GetCount()) + " threads");
    }
    for(;;)
    {
```

```

{
    GuiLock __;
    if(progress < 100)
        progress++;
    else
        progress = 0;
    if(stop)
        break;
}
Sleep(1000);
}
{
    GuiLock __;
    status.Set("Idle....");
}
PostCallback(THISBACK(Stop));
}

```

```

void TestThread::Stop()
{
    button.SetLabel("START");
}

```

```

void TestThread::buttonCb(void)
{
    if(stop)
    {
        stop = false;
        button.SetLabel("STOP");
        thr.Run(THISBACK(thrCb));
    }
    else
        stop = true;
}

```

Subject: Re: MT app hangs
 Posted by [mdelfede](#) on Thu, 17 Dec 2009 20:15:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well... now I'm running out of ideas !
 Why this

```

// calculation thread function
void CalcPage::DoCalculation(void)

```

```

{
// gets the status bar
StatusBar &sb = ((Lamell *)(GetMainWindow()))->GetStatusBar();
{
    GuiLock __;
    sb.Set("Calcolo in corso");
}
calcAborted = !Calculate();
{
    GuiLock __;
    if(calcAborted)
        sb.Set("Errore");
    else
        sb.Set("Pronto");
}
}

// modify handler -- triggers page calculation
// (triggered by button)
void CalcPage::ModifyCb(void)
{
    PostCallback(THISBACK(CalcAgainCb));
}

// callback in case modify handler is re-entered when
// calc thread still working
void CalcPage::CalcAgainCb(void)
{
    if(!calcThread.IsOpen())
        // restarts the calculation if thread not already working
        calcThread.Run(THISBACK(DoCalculation));
    // otherwise repost calculation for later
    else
        PostCallback(THISBACK(CalcAgainCb));
}

```

doesn't work ???

It just runs calc thread once, so I guess IsOpen() always returns true.... so, thread still blocked somewhere.

Ciao

Max