

---

Subject: Question about Threads

Posted by [Reini](#) on Fri, 19 Mar 2010 17:07:41 GMT

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

---

Hello upp Team,

I am experimenting a bit with Thread programming in upp and encountered an error.  
The compiler did not recognize the thread class name.

The example GUI MT runs without errors from which I took most of the code, but my application does not recognize the thread class.

```
class MyClass : public WithMyClassLayout<TopWindow>
{
public:
    typedef MyClass CLASSNAME;
    MyClass();
    void StartPlay();

    //thread handling
    volatile Atomic terminated;
    volatile Atomic threads;
};

typedef struct {
    MyClass *gui;
} PlayInfo;

//thread callback
void WorkerThread(PlayInfo f)
{
    while (true)
    {
        if(f.gui->terminated)
            break;
        //playfile

    }
    AtomicDec(f.gui->threads);
}

//Callback of button
void MyClass::StartPlay()
{
    PlayInfo f;
    f.gui = this;
```

```
AtomicInc(threads);
Thread().Run(callback1(WorkerThread, f));//error in this line
}
```

Output:

```
error C2228: Left of ".Run" has to be a class/struct/union
    Typ is "unknown-type"
error C3861: "Thread": Identifier was not found.
```

Thank you for comments and help

---

Subject: Re: Question about Threads  
Posted by [koldo](#) on Fri, 19 Mar 2010 20:25:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reini wrote on Fri, 19 March 2010 18:07Hello upp Team,

I am experimenting a bit with Thread programming in upp and encountered an error.  
The compiler did not recognize the thread class name.

The example GUIMT runs without errors from which I took most of the code, but my application does not recognize the thread class.

```
class MyClass : public WithMyClassLayout<TopWindow>
{
public:
typedef MyClass CLASSNAME;
MyClass();
void StartPlay();

//thread handling
volatile Atomic terminated;
volatile Atomic threads;
};

typedef struct {
    MyClass *gui;
} PlayInfo;

//thread callback
void WorkerThread(PlayInfo f)
```

```

{
  while (true)
  {
    if(f.gui->terminated)
      break;
    //playfile

  }
  AtomicDec(f.gui->threads);
}

//Callback of button
void MyClass::StartPlay()
{
  PlayInfo f;
  f.gui = this;
  AtomicInc(threads);
  Thread().Run(callback1(WorkerThread, f)); //error in this line
}

```

Output:  
error C2228: Left of ".Run" has to be a class/struct/union  
Typ is "unknown-type"  
error C3861: "Thread": Identifier was not found.

Thank you for comments and help

Hello Reini

I can answer you with a 99,999% of possibilities that the problem comes from you have not included in "Project/Main package configuration" the option MT (multi thread).

Subject: Re: Question about Threads  
Posted by [Reini](#) on Fri, 19 Mar 2010 21:38:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hello Koldo

Thanks for your help ! It worked

But anyway it was way complicated to activate the MT Flag in an already existing project since I did not found a possibility to activate the MT switch if the project already exists.

So I had to do that manually in the upp Project File and then only it worked.

Nice weekend so far

---

Subject: Re: Question about Threads

Posted by [cbpporter](#) on Sat, 20 Mar 2010 19:44:30 GMT

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

---

Why was it hard? "Project/Main package configuration" as said above, press Insert or right click and select menu to insert a new configuration, an type MT there. Or if you have already a configuration, you can add it to that.

Recompile is needed.

---

Subject: Re: Question about Threads

Posted by [koldo](#) on Sat, 20 Mar 2010 20:37:41 GMT

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

---

cbpporter wrote on Sat, 20 March 2010 20:44Why was it hard? "Project/Main package configuration" as said above, press Insert or right click and select menu to insert a new configuration, an type MT there. Or if you have already a configuration, you can add it to that.

Recompile is needed.

Yes, it is really very easy.

Just clicking there

## File Attachments

---

1) [Dib.PNG](#), downloaded 712 times

