Subject: thread sample and overrideCursor
Posted by ratah on Fri, 19 Nov 2010 11:45:44 GMT
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Hi everybody,

I give a little modification to thread sample i found here.

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

using namespace Upp;

class TestThread : public TopWindow
{
 protected:
  bool stop;
  void buttonCb(void);
  Thread thr1, thr2;
  virtual void thrCb(void);
  virtual void thrPerso(void);

  ProgressIndicator progress;
  int32 icounter;
  Button button;
  StatusBar status;

  Image ImgCrs;

 public:
  typedef TestThread CLASSNAME;

  TestThread();

};

void TestThread::thrCb(void)
{
 for(;!stop;)
 {
  if(progress < 30)
   progress++;
  else
  {
   // I stop progress bar here
   // Inside the thread, so thr1 always run!!!!

   stop = false;
   OverrideCursor(ImgCrs);
```

```
   UpdateRefresh();
   break;
  }

  Sleep(100);
 }
}

void TestThread::thrPerso(void)
{
 for(;!stop; )
 {
  icounter++;
  status.Set(IntStr(icounter));

  Sleep(100);
 }
}

void TestThread::buttonCb(void)
{
 if(stop)
 {
  stop = false;
  button.SetLabel("STOP");

  ImgCrs = OverrideCursor(Image::Wait());
  thr1.Run(THISBACK(thrCb));
  thr2.Run(THISBACK(thrPerso));
 }
 else
 {
  OverrideCursor(ImgCrs);

  stop = true;
  thr1.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);
 icounter = 0;
 AddFrame(status);
 status.Set(" ");

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

}

GUI_APP_MAIN
{
 TestThread().Run();
}
```

thread 1: incrementation of progress bar
thread 2: incrementation of counter in status bar

I have a question about Cursor Image,
Why image cursor doesn't change at once? I need to move it to turn back to the original arrow cursor???

Thank you for your responses

Ratah

Subject: Re: thread sample and overrideCursor
Posted by koldo on Fri, 19 Nov 2010 13:48:32 GMT
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Hello Ratah

I am not expert in threads, but it seems you use gui inside your threads. It would be better to be in main program.

Subject: Re: thread sample and overrideCursor
Posted by ratah on Fri, 19 Nov 2010 16:17:36 GMT
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I use this in other program and my solution is to call PostCallback in the thread and put the code OverrideCursor(ImgCrs) inside the function.

Good WE

Subject: Re: thread sample and overrideCursor
Posted by Anonymous on Fri, 19 Nov 2010 16:30:13 GMT
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koldo wrote on Fri, 19 November 2010 14:48Hello Ratah

I am not expert in threads, but it seems you use gui inside your threads. It would be better to be in main program.
It's not a problem using GUI in threads, only that he have to provide synchronization using GuiLook, which he doesn't. But as you've said, is better to use GUI only in main thread.

Ratah, see next my modifications for GUI in main thread.

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

using namespace Upp;

class TestThread : public TopWindow
{
    // .....
  void CheckProg() {
   if(progress < 30)
    progress++;
   else
   {
    // I stop progress bar here
    // Inside the thread, so thr1 always run!!!!

    stop = false;
    OverrideCursor(ImgCrs);
    UpdateRefresh();
   }
  }
  void CheckCount() {
   icounter++;
   status.Set(IntStr(icounter));
  }
    // ....
};

void TestThread::thrCb()
{
 for(;!stop;)
```

```
 {
  PostCallback(THISBACK(CheckProg));
  Sleep(100);
 }
}

void TestThread::thrPerso()
{
 for(;!stop; )
 {
  PostCallback(THISBACK(CheckCount));
  Sleep(100);
 }
}
```

My cursor updates without moving it (Win7).

Subject: Re: thread sample and overrideCursor
Posted by ratah on Tue, 23 Nov 2010 08:54:03 GMT
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Ok thank you for your response
