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Subject: BackgroundTask

Posted by [dolik.rce](#) on Wed, 16 Feb 2011 12:52:45 GMT

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As discussed in the thread about MT in theide, there is sometimes need to run some lengthy task in background, while the rest of Application stays responsive.

Ideal solution should use Thread in MT mode and ProcessEvents() in single threaded environment to achieve maximum effectiveness. Here is my first attempt to create such class:bool

```
ProcessForeground(){
#ifdef _MULTITHREADED
    DUMP(Thread::IsShutdownThreads());
    return !Thread::IsShutdownThreads();
#else
    Ctrl::ProcessEvents();
    return true; //is it possible to detect application is being closed?
#endif
}

class BackgroundTask{
    typedef BackgroundTask CLASSNAME;
#ifdef _MULTITHREADED
    Thread t;
#endif
    bool running;
    void Watch(Callback task)    {running=true; task(); running=false;}
public:
    void Start(Callback task);
    bool IsRunning()            {return running;}
    BackgroundTask():running(false){}
    BackgroundTask(Callback task) {Start(task);}
};
```

```
void BackgroundTask::Watch(Callback task){
    running=true;
    task();
    running=false;
}
```

```
void BackgroundTask::Start(Callback task){
#ifdef _MULTITHREADED
    t.Run(THISBACK1(Watch,task));
#else
    PostCallback(THISBACK1(Watch,task));
#endif
}
```

There is few requirements on the task and application that runs it. Task must call ProcessForeground() periodically, often enough to keep the UI responsive. If

ProcessForeground() returns false, the task must finish as soon as possible. In MT mode the application must call Thread::ShutdownThreads(), so that any running tasks know that it is time to terminate itself.

In attachment there is a full code of a testing app. Known bugs: In ST mode you must close the window twice (press Alt+F4 or cross button twice), to make it really close. Probably easy to fix. In MT, calling ShutdownThreads assumes that there are no threads expected to run even after the Background tasks are terminated. This should be rarely problem, but to have a peace in mind, I would prefer separate solution.

I'm looking forward to your comments,  
Honza

## File Attachments

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1) [bgtask.cpp](#), downloaded 338 times

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Subject: Re: BackgroundTask

Posted by [dolik.rce](#) on Wed, 16 Feb 2011 14:32:13 GMT

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```
Slightly improved version:
class BackgroundTask{
typedef BackgroundTask CLASSNAME;
#ifdef _MULTITHREADED
Thread t;
#endif
bool running;
const int id;
static Index<int> list;

void Watch(Callback task);
static int AssignId();

friend bool ProcessForeground(int);
public:
void Start(Callback task);
void Stop()                {int n=list.Find(id); if(n>=0) list.Remove(id);}
int GetId()                {return id;}
bool IsRunning()           {return running;}
BackgroundTask():running(false),id(AssignId()) {}
BackgroundTask(Callback task):id(AssignId()) {Start(task);}
};
Index<int> BackgroundTask::list;

void BackgroundTask::Watch(Callback task){
running=true;
task();
Stop(id);
}
```

```

    running=false;
}

int BackgroundTask::AssignId(){
    static int sid=0;
    return sid++;
}

void BackgroundTask::Start(Callback task){
    if(IsRunning()) Stop();
    list.Add(sid);
#ifdef _MULTITHREADED
    t.Run(THISBACK1(Watch,task));
#else
    PostCallback(THISBACK1(Watch,task));
#endif
}

bool ProcessForeground(int id){
#ifdef _MULTITHREADED
    Ctrl::ProcessEvents();
#endif
    return BackgroundTask::list.Find(id)>=0;
}

```

It allows stopping tasks individually based on unique ID. Also reusing the task instances should work now. The major difference is that ProcessForeground now takes task ID as argument.

Honza

EDIT: Removed file due to contained errors

Subject: Re: BackgroundTask

Posted by [mirek](#) on Wed, 16 Feb 2011 14:41:31 GMT

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1. I would not bother with ST here. 'background' processing with timerqueue is way too different from MT IMO to try to reconcile both methods in the single class.
2. Having said that, I do not see any advantage of using BackgroundTask over using plain Thread...

Subject: Re: BackgroundTask

Posted by [dolik.rce](#) on Wed, 16 Feb 2011 15:00:22 GMT

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mirek wrote on Wed, 16 February 2011 15:41. I would not bother with ST here. 'background'

processing with timerqueue is way too different from MT IMO to try to reconcile both methods in the single class.

2. Having said that, I do not see any advantage of using BackgroundTask over using plain Thread...

Let me start with the second point: The advantage is that it can be compiled in ST where Thread is not defined.

The goal of this actually IS to provide single interface for both MT and ST solutions. I am aware that it doesn't solve every possible scenario, but I think there is non-trivial group of cases where this might be handy. If extended with couple of Callbacks (WhenFinished, WhenProgress, WhenStopped), it might be a good way to manage simple tasks e.g. data loading or processing.

BTW: The above code contained couple errors, they are fixed in the attachment.

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### File Attachments

1) [bgtask.cpp](#), downloaded 227 times

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Subject: Re: BackgroundTask

Posted by [koldo](#) on Thu, 17 Feb 2011 17:31:36 GMT

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Hello

Not the same but similar is the gif animation in RasterPlayer. See Reference/AnimatedClip demo.

RasterPlayer::SetMT() method if compiled with MT, chooses ST or MT (if compiled with ST, only ST is available ).

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Subject: Re: BackgroundTask

Posted by [dolik.rce](#) on Thu, 17 Feb 2011 18:17:24 GMT

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koldo wrote on Thu, 17 February 2011 18:31Hello

Not the same but similar is the gif animation in RasterPlayer. See Reference/AnimatedClip demo.

RasterPlayer::SetMT() method if compiled with MT, chooses ST or MT (if compiled with ST, only ST is available ).

Yep, very similar idea BackgroundTask could actually have the SetMT() method as well, if desired. But I think it would be a bit against the original idea (to provide uniform way to manage background tasks with most effective technology based on MT flag presence).

Honza

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