

Subject: Re: 2 questions on ArrayCtrl and tray
Posted by [Assargadon](#) on Fri, 05 Aug 2011 06:31:56 GMT
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sergeynikitin wrote on Fri, 05 August 2011 09:51 This problem with russian letters not solved yet .

Subject: Re: 2 questions on ArrayCtrl and tray
Posted by [nneilson](#) on Fri, 05 Aug 2011 11:12:56 GMT
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Exiting the app from the tray or by clicking the red X just exits the app.

I had a problem with this as threads were not terminated and ports/receivers were not closed.

Here are a few lines of code that I used:

```
while(!inF.IsEof()){  
    if(endApp){if(inF) inF.Close(); break;}
```

```
void endX(){  
    endApp = true;  
    snd("clear", 0);  
    Sleep(2000);  
}
```

```
GUI_APP_MAIN{  
    TrackReplay().Run();  
    endX();  
}
```

The bool endapp was checked in each thread and closed the open file and then shutdown the thread with "break".

Working with GPS receivers was a real pain if the receivers and the ports were not closed properly.

Subject: Re: 2 questions on ArrayCtrl and tray
Posted by [Assargadon](#) on Fri, 12 Aug 2011 05:30:08 GMT
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Hello, nneilson.

But I don't use threads.Or I don't understand that you mean?

Is it necessary for me to close the basic threads of the program a separate command?

Subject: Re: 2 questions on ArrayCtrl and tray

Posted by [dolik.rce](#) on Fri, 12 Aug 2011 06:40:52 GMT

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Hi!

I would swear that I answered your second question a while ago, but it seems like I never sent it

Anyway: The problem is that you call Close() in your Exit() method which just closes a window, while you should call Break() which closes the main execution loop which causes the app to exit. That's it, it is really simple As for the threads, don't worry about them if your application is singlethreaded.

You might also want to look at the GUI tutorial, example 7 clearly shows what you're trying to achieve

Best regards,
Honza

Subject: Re: 2 questions on ArrayCtrl and tray

Posted by [Assargadon](#) on Sat, 13 Aug 2011 06:27:25 GMT

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Thank you very much, Honza.

It likely was a deja vu

And as usual all was covered in nuances))
