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Subject: Clean Exit  
Posted by [mirek](#) on Mon, 21 May 2012 12:48:55 GMT  
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New function

```
void Exit(int code = 1);
```

(Core/App.h)

is equivalent of C exit function, but implemented using exception (and catch in \_APP\_MAIN). This has an advantage of destructors being correctly called -> no leaks.

In related news, \_APP\_MAIN now catches Exc derived exceptions and shows them using Panic.

For Rainbow implementation, GUI\_APP\_MAIN should now use AppExecute\_\_(GuiMain\_); to provide these features (instead of calling GuiMain\_() directly).

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Subject: Re: Clean Exit  
Posted by [Mindtraveller](#) on Sun, 27 May 2012 19:54:45 GMT  
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Good news.  
Exc is becoming even more useful.

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Subject: Re: Clean Exit  
Posted by [nneilson](#) on Tue, 05 Jun 2012 00:31:44 GMT  
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I had a problem closing apps that left threads still running.

The problem and how I solved it is in this thread:

[http://www.ultimatepp.org/forum/index.php?t=msg&goto=301\\_20&&srch=exit#msg\\_30120](http://www.ultimatepp.org/forum/index.php?t=msg&goto=301_20&&srch=exit#msg_30120)

Does the New function

```
void Exit(int code = 1);
```

do anything to close the threads or do they still need to be closed in a similar manner as in the link?

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Subject: Re: Clean Exit  
Posted by [mirek](#) on Tue, 05 Jun 2012 06:16:50 GMT

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nneilson wrote on Mon, 04 June 2012 20:31 I had a problem closing apps that left threads still running.

The problem and how I solved it is in this thread:

[http://www.ultimatepp.org/forum/index.php?t=msg&goto=30120&&srch=exit#msg\\_30120](http://www.ultimatepp.org/forum/index.php?t=msg&goto=30120&&srch=exit#msg_30120)

Does the New function

```
void Exit(int code = 1);
```

do anything to close the threads or do they still need to be closed in a similar manner as in the link?

At this moment, it can only be invoked from the main thread and only terminates the main thread...

I would like this to work universally, but interrupting threads still seems to be tough issue...

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