Subject: Kill callbacks when parent is destructed
Posted by crydev on Tue, 02 Sep 2014 16:04:26 GMT
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Hello,

I have a question about callbacks. I'm using a TopWindow that creates asynchronous callbacks. When the TopWindow is closed, it may be possible that one of the callbacks are still being executed. I changed the declaration to PTEBACK2 instead of THISBACK2, which seemed to help for most cases. However, I still experience problems. Now I know that you cannot just terminate an execution path. I could build in the necessary synchronization. However, when I saw the PTEBACK alternative, I was thinking: Does U++ provide a method to prevent crashing when execution PTEBACK's when its parent TopWindow is closed a.k.a. destroyed? Is there a simpler solution I can build in to suppress the situation?

Thanks,

crydev

Subject: Re: Kill callbacks when parent is destructed
Posted by mirek on Tue, 02 Sep 2014 16:44:12 GMT
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crydev wrote on Tue, 02 September 2014 18:04Hello,

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Thanks,

crydev

Not sure I understand all detail properly, but when it is possible that parent TopWindow is destroyed _while_ _executing_ Callback, then you have violated multithreading rules (whole GUI is shared resource, only one thread is allowed to run GUI and some operations like opening/closing windows are allowed only for the main thread).

Subject: Re: Kill callbacks when parent is destructed
Posted by crydev on Thu, 04 Sep 2014 07:25:41 GMT

mirek wrote on Tue, 02 September 2014 18:44crydev wrote on Tue, 02 September 2014 18:04Hello,

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Thanks for your reply Mirek,

The callbacks I am executing run on seperate threads, using Thread().Run(...). This way, I can close the window without affecting the running threads. I am not operating on the user interface from other threads. I assume that scheduled PostCallback's are automatically removed when the TopWindow is closed, so one of my threads should be causing the problem.

Thanks

crydev

Subject: Re: Kill callbacks when parent is destructed
Posted by mirek on Thu, 04 Sep 2014 10:29:00 GMT

crydev wrote on Thu, 04 September 2014 09:25
I am not operating on the user interface from other threads. I assume that scheduled PostCallback's are automatically removed when the TopWindow is closed, so one of my threads should be causing the problem.

Only Callbacks with id's (and id must >= and < (int)sizeof(Ctrl)) are alternatively removed. Aternatively, TimeCallback helper class callbacks are removed by TimeCallback destructor.

PTE callbacks are not removed, but they are 'emptied' when pointee destructs.

Subject: Re: Kill callbacks when parent is destructed
Posted by crydev on Sat, 06 Sep 2014 17:32:08 GMT
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Thanks Mirek,

Interesting to know about PTEBACK's whereabouts, thanks. I'm going to try to implement basic synchronization to prevent the PostCallbacks from running. I think the problem is inside those.

Regards,
evo
