

Re: Threads help

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2008-06/msg003>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Fri, 20 Jun 2008 09:00:11 -0700
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Seems like we've had this discussion in this group before. Have you checked the archives?

The pattern goes something like this:

```
// This event will be set when you want the thread to exit.
protected AutoResetEvent thev = new AutoResetEvent( false );
```

```
startbutton_click()
{
th = new Thread( new ThreadStart( this.MyThread ) );
th.Start();
}
```

```
protected virtual void AcqThread()
{
while (thev.WaitOne(time, false) == false)
{
}
```

```
// The event was set. Time to exit the thread...
}
```

```
stopbutton_click()
{
thev.Set();
```

```
th.Join(waittime);
}
```

Paul T.

"Armando Rocha" <armandorocha@xxxxxxxxxxxxxxxxxxxx> wrote in message
<news:38439AF5-A90E-4D39-9877-011CCA196E7E@xxxxxxxxxxxxxxxxxxxx>

Re: Threads help

Hi,

I want to know if it is possible to launch a separated thread that runs with an interval of time like a Timer object (Timer.Tick).

My goal is to put two buttons (Start and Stop). When the user clicks Start, I want to launch a thread that does something with an interval of 30 seconds at least, but the user can work normally, but when the user clicks Stop, I want to also stop the thread.

Armando Rocha
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