

sending events asynchronously

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Hi,

Im familiar with c,c++ etc, and Ive spent a week trying to write my first app in c#
it works reasonably well, but im having difficulty getting to grips with inter thread signalling etc.

I have read all about delegates, event handlers, Invoke methods etc, however they all seem to have undescribable side effects as I have tried them.

The hardest part of the application is on exit, well I guess I could just ignore it and let it fail ungracefully,
but the usb Bluetooth com device doesnt like that very much, it takes ages before it can be opened again.

I have a separate thread which reads from the com port and which needs to be as realtime as possible.
it also needs to send data to the UI. it can also get stuck for some time in the open,read etc, and the UI thread must wait before it exits the app, if it waits just as the com thread is about to use invoke to update the UI it gets deadlocked.

using BeginInvoke would be too heavy on the thread pool as the data can be quite fast.

putting the data in a list protected by lock would be ok,
but then the problem is how to get the UI thread to look,
polling would be either too slow or use up too much cpu time,
a secondary thread to wait for the list to become non empty which could then use invoke to update the UI
this would work but seems to be getting rather complicated.

ideally I just want to send an event to the main message pump of the UI thread which is how it would be done
in the lower level languages

I have tried the OnEvent method but this still just runs the event handler in the current thread.

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Is there some equivalent in c# or something that I have overlooked ?

thanks

Colin =^.^=

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