Re: How many threads are there in this situation.

Source:
http://www.tech−archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2005−02/4832.html

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From: Michael D. Ober (*obermd._at_.alum.mit.edu.nospam*)
Date: 02/18/05

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MDI applications have multiple message pumps, but only one thread. As a general rule a windows application should only have one thread that handles keyboard/mouse input and display output. Additional threads are usually only used when processing time would impact the responsiveness of the single user interface thread. Cor is absolutely correct in stating that too much threading is bad for an application − remember that each thread involves system overhead for scheduling and resource management as well as generally increased complexity in the application itself.

Mike Ober.

"Cor Ligthert" <notmyfirstname@planet.nl> wrote in message
news:e7MPUjSFFHA.464@TK2MSFTNGP15.phx.gbl...
> *JustMe*
>
> *One*
>
> *And by clicking on whatever does the user get the action to the part of*
your
> *program.*
> *Processing there goes mostly extremely fast.*
>
> *Remember what is often forgotten.*
>
> *A user uses normally only one keyboard, one mouse and has mostly only one*
> *pair of eyes.*
>
> *While when there where more threads accessing the sound it would probably*
> *terrible.*
>
> *I hope this gives a idea why I warn every time against overdone*
> *multithreading.*
>
> *Cor*
>
>