

Re: Newbie: How to tell where a form has been unloaded

Source:

<http://www.tech-archive.net/Archive/VB/microsoft.public.vb.general.discussion/2007-09/msg00611.html>

- *From:* dpb <none@xxxxxxx>
 - *Date:* Tue, 11 Sep 2007 14:00:41 -0500
-

tom wrote:

On Sep 11, 2:40 pm, tom <tadams...@xxxxxxxxxx> wrote:

On Sep 11, 1:48 pm, dpb <n...@xxxxxxx> wrote:

tom wrote:

On Sep 11, 1:25 pm, dpb <n...@xxxxxxx>
wrote:

tom wrote:

I have to
communicate
with 2
forms from
one thread.
The one
thread
needs to
manage
data
acquisition
hw and
pump data
out to the 2
forms.
So I am
using Main
as the one
central

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thread,
creating the
form
objects in
main. To
pump data
into the
forms, I am
providing a
public
subroutine
in the forms
that Main
can call.
Main gets
data from
the hw 100
times a
second and
calls the
public
form
subroutines.
But, the
user can
close one or
both of the
forms. Main
will have to
stop
pumping
out data
when the
form is
unload, but
how to I
detect
that a form
is unloaded
in Main?

Use the form Unload event.
Reading the section in the
online help on "Creating a
User Interface" in
the Programmer's Guide will
give an overview that is
useful...

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Well, I use the Unload event in the form. But how could I use it in Main?
I could add code to the Unload event in the form that would set a bit that the Main could read. Is that what you mean?

Yes. The Unload event will be raised when the form is unloaded. It would be cleanest (imo) to contain the code for related events there, but the code for that event `_could_` consist simply of setting a global.
Of course, you then have the issue(s) of initialization and re-initialization and all the rest that goes along w/ a global, but that's one way.
As Ralph says, you may want to rethink your overall application organization. Since your thread title indicates "newbie", I'm guessing you're experience is in procedural code. Getting a grasp around the event-driven paradigm is tough (I know, I'm old enough that even the thought of adding a gui to "waste" all those precious cpu clocks that could be doing "something useful" instead was anathema to me initially :)).
Particularly if there is some variation in what is going on between these different forms it could simplify coding significantly to make those actions driven by events and modularized by the associated form.

I have lots of experience developing event driven software, just not with visual basic.

I need the single thread because of the limitations of the hardware interface. I can't just manage the hardware interface in two different forms, or at least it would be much harder: I would have to solve all sorts of problems with making the two form coordinate the sequencing of calls to the interface subroutines.

I am not trying to avoid implementing this completely with events in the two different forms for no reason. I would need to:

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1. Initialize the HW interface only once and wait till the initialization is complete. Can't just initialize it in both forms.
2. Prompt for data from the HW interface. I can either get two readings from the interface at once, one for each form, or I can get one reading at a time, with alternating readings for each form.

Suppose I try to do this all with events in each form object. How do you suggest that I make the forms coordinate and/or communicate? It is probably possible but I am not sure it is any better than using Main to kick off both forms and then managing the data acquisition in Main.

We're posting when each other is reading the previous response, Tom! :)

Read my other two and see if that helps--if not, post in response to one (pick one) and we'll go from there. I'll then post back only on one subthread...

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