
Subject: Re: Skylark and GUI in one app - need some advices

Posted by [Zbych](#) on Sat, 27 Apr 2013 20:05:37 GMT

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It is possible to close Skylark nicely, but it requires some changes. This post can give you some clues.

1. You need to add `Quit()` public method to Skylark:

```
void SkylarkApp::Quit()
{
    quit = true;
#ifdef PLATFORM_POSIX
    Broadcast(SIGTERM);
#endif
    TcpSocket s;
    s.Timeout(100);
    s.Connect("127.0.0.1", port);
}
```

2. `Main()` also requires some changes, because it waits for all threads in your application to shutdown. If Skylark is run from another thread it will wait for itself in endless loop.

After this change it will wait only for it's own threads:

```
void SkylarkApp::Main()
{
    Buffer<Thread> uwt(threads);
    for(int i = 0; i < threads; i++)
        uwt[i].Run(THISBACK(ThreadRun));

    /* Wait for threads to shut down */
    for (int i = 0; i < threads; i++)
        uwt[i].Wait();
}
```

3. If you need to wait for Skylark to shutdown you should use `Run` and `Wait` methods instead of `Start`:

```
class MyApp: public Skylark{

    Thread th;

    void Start() {th.Run(THISBACK(Run));}

    void Stop() {Quit(); th.Wait();}
}
```

4. If you need to pass data to skylark handlers via global variables, you should disable forking and use atomic types or mutexes, to protect data integrity.

Mirek, what do you think about those changes (1 & 2)?