SFML

* [Main Page](http://docs.google.com/index.htm)
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* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [System](http://docs.google.com/dir_60c5c649f8df3b69a45a020d59f81335.htm)

Thread.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_THREAD\_HPP

26 #define SFML\_THREAD\_HPP

27

29 // Headers

31 #include <SFML/System/Export.hpp>

32 #include <SFML/System/NonCopyable.hpp>

33 #include <cstdlib>

34

35

36 namespace sf

37 {

38 namespace priv

39 {

40  class ThreadImpl;

41  struct ThreadFunc;

42 }

43

[48](http://docs.google.com/classsf_1_1Thread.htm) class SFML\_SYSTEM\_API [Thread](http://docs.google.com/classsf_1_1Thread.htm) : [NonCopyable](http://docs.google.com/classsf_1_1NonCopyable.htm)

49 {

50 public :

51

74  template <typename F>

75  [Thread](http://docs.google.com/classsf_1_1Thread.htm)(F function);

76

102  template <typename F, typename A>

103  [Thread](http://docs.google.com/classsf_1_1Thread.htm)(F function, A argument);

104

125  template <typename C>

126  [Thread](http://docs.google.com/classsf_1_1Thread.htm)(void(C::\*function)(), C\* object);

127

135  ~[Thread](http://docs.google.com/classsf_1_1Thread.htm)();

136

146  void launch();

147

159  void wait();

160

172  void terminate();

173

174 private :

175

176  friend class priv::ThreadImpl;

177

184  void run();

185

187  // Member data

189  priv::ThreadImpl\* m\_impl;

190  priv::ThreadFunc\* m\_entryPoint;

191 };

192

193 #include <SFML/System/Thread.inl>

194

195 } // namespace sf

196

197 #endif // SFML\_THREAD\_HPP

198

199

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