

Forum:[Hack Forums](#)

Thread: [BMD Thread Component Library Release.](#)

Xogg - October 7, 2017, 8:39 pm

BMD Threads make threading easy!

Perks of BMD threads: BMD Threads makes threading easy

BMD Threads are fast

BMD Threads offer easy to use synchronized events

BMD Threads are simply dragging and doping.

BMD Threads can be created and destroyed in memory

BMD Threads allow you to easily manage ALL threads using a "Thread Group" component

How They Work:

Start a thread

Code //Write your code on the "OnExecute" event of the BMDThread component then call
BMDThread1.Execute;

Synchronize a event using BMDThread

Code //First double click the VCL Component on the form and choose the "No Data" option, this will
create a procedure where you can write your code to update the GUI (You can also rename this
procedure)

//To Call That Simply Say

BMDThread1.Synchronize(ProcedureName);

You Can Download BMDThread Component Suite [Here!](#)

BitmasterXor - October 9, 2017, 2:26 pm

These components are simply amazing when it comes to Multi-threading your applications on the Windows Operating System. I find myself using them quite frequently. Keep in mind that if you are using the threadgroup component you have the ability to give different names to your threads and at this point you can lock onto these different threads at runtime and even create them dynamically at runtime... then you could use code similar to the following: in order to manage your threads by name:

Code if self.BMDThreadGroup1.Threads[0].Name = 'ThisThreadsName' then
begin

// omg do something here with this thread :) WOW my fucking grandmother could do this shit!!!
end;

Just replace 0 with a simple Loop of the BMDThreadGroup1.threadcount property and you can easily sort through any active live running threads you have Available in Memory. Managing threads is now "Child's Play" Enough said.

In fact on the publishers website they describe these components with the following Paragraph Description:

Do you need to write a multithreaded application? Are you annoyed of writing lines and lines of code for thread synchronization and CriticalSections for data protection? Would you believe that the thread is just a click away? Well here it is, the TBMDThread is a NATIVE VCL component implementing everything you need to create the thread and the synchronization by just dropping the component on the form. Just set couple of therads to point to one and the same group and you can control and monitor all of them. Enjoy! NOW SUPPORTS Delphi XE10.2 Tokyo!

Xogg - October 9, 2017, 5:06 pm

(Oct 9, 2017 02:26 PM)BitmasterXor Wrote: [\[CITE\]](#) These components are simply amazing when it comes to Multi-threading your applications on the Windows Operating System. I find myself using them quite frequently. Keep in mind that if you are using the threadgroup component you have the ability to give different names to your threads and at this point you can lock onto these different threads at runtime and even create them dynamically at runtime... then you could use code similar to the following: in order to manage your threads by name:

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Wow the thread groups are awesome, I never really used them!

I may just have to start using them!