
Subject: Re: Process Class wrapper for pipes in windows/linux

Posted by [yeus](#) on Mon, 27 Aug 2007 14:14:29 GMT

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hmmm.... I made some further research and it seems that the Slaveprocess functions somehow interfere with the Sleep() function of U++...

All i can say is: as soon as I avoid using the Sleep function everything works just as expected...

Form the moment on, when I call the sleep function, the "pipe" object somehow gets disconnected from the process it owns, and I can not use the write, kill, read or whatever command then anymore....

greetings, Tom
