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Subject: Re: how to stop a thread that is waiting, e.g., listen()

Posted by [bonami](#) on Thu, 27 Sep 2007 08:57:11 GMT

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i used signals only b/t processes and only saw a `kill()` sth. signaling a thread, though not yet knowing how to use it. and U++ probably cannot support this with `Thread` class.

furthermore, do not `pthread_kill()` and `_cancel()` send signals, too? so these functions work the same way as `kill()`?

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