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

Posted by [tvanriper](#) on Sat, 29 Sep 2007 12:46:08 GMT

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Well, at least as of 2007.1 (I don't know about the dev builds, as I haven't been using them), it looks like you may need to create your own objects to get the behavior you're describing, at least for POSIX.

I have the impression that this area of Ultimate++ is still a little new.

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