
Subject: Re: Thread based "conveyor" class for Win32
Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 17:50:58 GMT
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I just recollected the cause of using Windows objects instead of Semaphore class: the need of WaitForMultipleObjects call. Also, I was needed for testing of object state with WaitForSingleObject(finishEvent, 0)
