Subject: Re: Thread based "conveyor" class for Win32
Posted by mirek on Wed, 10 Oct 2007 18:52:40 GMT

Mindtraveller wrote on Wed, 10 October 2007 13:50I 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)

Thanks.

Mirek