Subject: Re: how to stop a thread that is waiting, e.g., listen()
Posted by mirek on Wed, 17 Oct 2007 17:16:14 GMT

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tvanriper wrote on Sat, 29 September 2007 08:46Well, 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.

I think that sort of problem is the fact that these thing are quite platform specific, especially if you want to have optimal solution - it is hard to support them in multi-platform library..

Mirek