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

Posted by [tvanriper](#) on Mon, 22 Oct 2007 15:47:07 GMT

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Well, it's maintained separately, by the boost folks, but since it's just C++, I'm sure you could use it in addition to the Ultimate stuff if accomplishes your needs.

Goodness knows, I mix Ultimate++ with the standard C++ library (io streams, maps, etc) whenever I feel the need, without any adverse side effects. I haven't tried mixing with boost yet, but I can't imagine there'd be any problems.

I would heed the advice boost gave regarding event driven multitasking. They suggest that it's fraught with peril. Er, that it has a tendency to lead to some multi-tasking problems of one form or another. Basically, it has a tendency to lead to unsafe code, while some of the other approaches they recommend lead to safer practices.

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