Subject: Re: Interprocess communication with U++
Posted by Mindtraveller on Mon, 26 May 2008 07:16:53 GMT
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OK, patch seemes to be trivial.
Here is what I propose:

```
Mt.h: class Semaphore {
#ifdef PLATFORM_WIN32
 HANDLE     handle;
#else
 sem_t      sem;
 sem_t     *namedSem;
#endif

public:
 void       Wait();
 void       Release();

 Semaphore();
 Semaphore(const char *name);
 ~Semaphore();
};

Win32: void Semaphore::Release()
{
 ReleaseSemaphore(handle, 1, NULL);
}

void Semaphore::Wait()
{
 WaitForSingleObject(handle, INFINITE);
}

Semaphore::Semaphore()
{
 handle = CreateSemaphore(NULL, 0, INT_MAX, NULL);
}

Semaphore::Semaphore(const char *name)
{
 handle = CreateSemaphore(NULL, 0, INT_MAX, name);
}

Semaphore::~Semaphore()
{
 CloseHandle(handle);
}
```

```
POSIX: void Semaphore::Wait()
{
 namedSem ? sem_wait(namedSem) : sem_wait(&sem);
}

Semaphore::Semaphore()
 :namedSem(NULL)

{
 sem_init(&sem, 0, 0);
}

Semaphore::Semaphore(const char *name)
{
 namedSem = sem_open(name, O_CREAT);
}

Semaphore::~Semaphore()
{
 namedSem ? sem_close(namedSem) : sem_destroy(&sem);
}
```

Didn`t have opportunity to test on Linux.
