
Subject: Re: Added SysExec package
Posted by [captainc](#) on Wed, 05 Nov 2008 23:38:48 GMT
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I've used this for signals on Windows before:

```
#include <signal.h>
bool run=true;
void sighandler(int sig)
{
    run=false;
};
CONSOLE_APP_MAIN
{
    signal(SIGABRT, sighandler); // register signal, if it is hit, call sighandler function
    signal(SIGINT, sighandler);
    signal(SIGTERM, sighandler);

    while(run)
    {
        // my code logic
    }
}
```

Maybe provide a wrapper around singal.h or look at it's source, use it as a model, and modify to suit Upp.
