Subject: Re: Added SysExec package
Posted by mdelfede on Thu, 06 Nov 2008 14:49:17 GMT
View Forum Message <> Reply to Message

captainc wrote on Thu, 06 November 2008 00:38I'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.

Well, very interesting... I didn't know Windows provided quite a similar signal mechanism as Posix. I could try to make it fit to my Signals package.....

Max