## Subject: Re: Thread calls GUI
Posted by mirek on Tue, 17 Feb 2009 18:18:28 GMT

tojocky wrote on Tue, 17 February 2009 09:57How about to add semaphore method dword
Semaphore::Wait(int timeout)?

in win32 is simple:

```
int Semaphore::Wait( int timeout )
{
 dword result_value;
 result_value = WaitForSingleObject(handle, timeout);
 if(result_value == WAIT_FAILED) return(SEMAPHORE_WAIT_ERROR);
 if(result_value == WAIT_TIMEOUT) return(SEMAPHORE_TIMEOUT);
}
```

but in POSIX is more hardly.
The good article found here.

I think it have sense on i have a postcallback and i know maximum execution time. Or I'm wrong?

I do not know. I believe all these timeouts just make it more error-prone. You generally should not
depend on timeout when dealing with semaphore (IMO!).

Mirek