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Subject: Re: Thread calls GUI

Posted by [mirek](#) on Tue, 17 Feb 2009 18:18:28 GMT

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tojocky wrote on Tue, 17 February 2009 09:57 How 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

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