
Subject: Re: MT

Posted by [mirek](#) on Fri, 20 Mar 2009 13:54:17 GMT

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Well, whatever...

Fixed.

```
class ConditionVariable {
    Mutex          mutex;
    friend struct sCVWaiter_;

    struct sCVWaiter_ *head, *tail;

public:
    void Wait(Mutex& m);
    void Signal();
    void Broadcast();

    ConditionVariable();
    ~ConditionVariable();
};
```

Mirek
