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Subject: Service/daemon for Ultimate++

Posted by [fallingdutch](#) on Fri, 11 May 2007 10:24:08 GMT

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HI all,

i have implemented an interface for Ultimate++ to daemon on Posix and Services on Windows

first some examlpes to wetten your appetite:

```
#include <Service/Service.h>
```

```
using namespace Upp;
```

```
char UPP_SERVICE_NAME[]="Simple Service Test";
```

```
bool run;
```

```
SERVICE_ON_STATE_CHANGE {
```

```
switch(state) {
```

```
case SERVICE_START:
```

```
LOG("let's rock");
```

```
run=true;
```

```
break;
```

```
case SERVICE_PAUSE:
```

```
LOG("i need a pause");
```

```
break;
```

```
case SERVICE_CONTINUE:
```

```
LOG("lets go on");
```

```
break;
```

```
case SERVICE_TERMINATE:
```

```
LOG("i am out of here");
```

```
run=false;
```

```
break;
```

```
default:
```

```
break;
```

```
}
```

```
}
```

```
SERVICE_APP_MAIN {
```

```
LOG("this is a debug message");
```

```
while(run);
```

```
sleep(100);
```

```
}
```

get it here

thought and suggestions are welcome!

Bas

PS: to install it on windows just run the app with parameter 'i' for install and 'u' for uninstall

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