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Subject: Conditional Variables

Posted by [gonzofish](#) on Mon, 28 Jan 2008 17:42:49 GMT

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Does U++ have the ability to utilize conditional variables--that is a variable that will notify other threads waiting on a specific resource?

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Subject: Re: Conditional Variables

Posted by [mirek](#) on Fri, 01 Feb 2008 21:00:06 GMT

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gonzofish wrote on Mon, 28 January 2008 12:42: Does U++ have the ability to utilize conditional variables--that is a variable that will notify other threads waiting on a specific resource?

No, because it is problematic to find a common ground between Win32 and Linux.

Therefore we decided to have Semaphore, which behaves the same on both platforms and while not exactly the same kind of object, it is similar enough.

In any case, you can use it to notify other waiting threads

Mirek

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Subject: Re: Conditional Variables

Posted by [gonzofish](#) on Wed, 06 Feb 2008 18:46:18 GMT

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Thanks Mirek.

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