NAME

ost::Lockfile −

This class is used to create a ’named’ lock entity that can be used to control access to a resource between multiple processes.

SYNOPSIS

`#include <process.h>`

Public Member Functions

Lockfile (const char *name)
    Create a lock under a known name.
Lockfile ()
    Create a new lock object that can be used to make locks.
˜Lockfile ()
    Destroy the current lock and release it.
bool **lock** (const char *name)
    Lock a system-wide name for this process.
void **unlock** (void)
    Release an acquired lock.
bool **isLocked** (void)
    Flag if the current process has aqcuired a lock.

Detailed Description

This class is used to create a ’named’ lock entity that can be used to control access to a resource between multiple processes.

The posix implimentation uses a pidfile and the win32 version uses a globally visible mutex.

Author:
David Sugar <dyfet AT ostel DOT com> System-wide named lock

Constructor & Destructor Documentation

ost::Lockfile::Lockfile (const char * name)

Create a lock under a known name. **Parameters:**
name of system-wide lock to create.

ost::Lockfile::Lockfile ()

Create a new lock object that can be used to make locks.

ost::Lockfile::˜Lockfile () `[inline]`

Destroy the current lock and release it.

Member Function Documentation

bool ost::Lockfile::isLocked (void)

Flag if the current process has aqcuired a lock. **Returns:**
true if we have the lock.

bool ost::Lockfile::lock (const char * name)

Lock a system-wide name for this process. If the lock is successful, return true. If an existing lock was already acquired, release it first.

Returns:
true if lock successful.

Parameters:
name system-wide lock to use.

void ost::Lockfile::unlock (void)

Release an acquired lock.

Author

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