

```
1: /*
2:     libxbee - a C library to aid the use of Digi's Series 1 XBee modules
3:         running in API mode (AP=2).
4:
5:     Copyright (C) 2009 Attie Grande (attie@attie.co.uk)
6:
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18:    along with this program. If not, see <http://www.gnu.org/licenses/>.
19: */
20:
21: /* this file contains code that is used by Win32 ONLY */
22: #ifndef _WIN32
23: #error "This file should only be used on a Win32 system"
24: #endif
25:
26: /* ##### */
27: /* ### Win32 Code ##### */
28: /* ##### */
29:
30: #pragma comment(lib, "Advapi32.lib")
31: #pragma comment(lib, "User32.lib")
32:
33: #define dllid "attie-co-uk.libxbee"
34: #define dlldesc "libxbee - XBee API Library"
35: /* libxbee's GUID is {7A6E25AA-ECB5-4370-87B5-A1D31840FE23} */
36: #define dllGUID "{7A6E25AA-ECB5-4370-87B5-A1D31840FE23}"
37:
38: HMODULE glob_hModule = NULL;
39:
40: /* this uses miliseconds not microseconds... */
41: #define usleep(a) Sleep((a)/1000)
42:
43: #define xbee_thread_create(a,b,c) (((a) = CreateThread(NULL,0,(void *) (b),(void *) (c),0,NULL)) == NULL)
44: #define xbee_thread_kill(a,b) TerminateThread((a),(b))
45:
46: #define xbee_mutex_init(a) (!InitializeCriticalSectionAndSpinCount(&(a),0))
47: #define xbee_mutex_destroy(a) DeleteCriticalSection(&(a))
48: #define xbee_mutex_lock(a) EnterCriticalSection(&(a))
49: #define xbee_mutex_trylock(a) (!TryEnterCriticalSection(&(a)))
50: #define xbee_mutex_unlock(a) LeaveCriticalSection(&(a))
51:
52: #define xbee_sem_init(a) (((a) = CreateEvent(NULL,FALSE,FALSE,NULL)) == NULL)
53: #define xbee_sem_destroy(a) CloseHandle((a))
54: #define xbee_sem_wait(a) WaitForSingleObject((a),INFINITE)
55: #define xbee_sem_post(a) SetEvent((a))
56:
57: #define xbee_cond_init(a) InitializeConditionVariable(&(a))
58: #define xbee_cond_destroy(a) SleepConditionVariableCS(&(a),&(b),INFINITE)
59: #define xbee_cond_wait(a,b) WakeConditionVariable(&(a))
60: #define xbee_cond_signal(a) WakeConditionVariable(&(a))
61: #define xbee_cond_broadcast(a) WakeAllConditionVariable(&(a))
62:
63: #define xbee_close(a) CloseHandle((a))
64:
65: typedef struct win32_callback_info win32_callback_info;
66: struct win32_callback_info {
67:     xbee_con *con;
68:     HWND hWnd;
69:     UINT uMsg;
70:     win32_callback_info *next;
71: };
72:
73: win32_callback_info *callbackMap = NULL;
74: xbee_mutex_t callbackmutex;
```