

Re: interprocess communciation

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2005-06/msg01220.html>

- *From:* "Anthony Pellerin" <apellerin_nospam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 27 Jun 2005 11:51:39 +0200
-

most commonly used (in my opinion) are :

- mutex : used to synchronize 2 threads/process
- critical section : lighter than mutex but can only be used for 2 threads of the same process
- message queue : synchronization and information exchange between 2 processes /threads
- mapfile : allow exchanging lots of data between 2 processes
- events : synchronization between 2 processes/threads. Widely used at application level

This is not exhaustive

Hope this helps

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"sonu" <sonuthomas@xxxxxxxx> wrote in message
news:1119865208.157737.33180@xx

- > Hi,
- > the documentation is vaguely telling about the various interprocess
- > synchronisation mechanisms in windows ce.
- > Do we have any mechanisms other than the following
- > 1) Memory mapped files
- > using api's like createfilemap
- > 2) Message Queuing
- > it again have 2 flavours
- > a) using sendmessage and getmessage
- > b) WM_COPYDATA

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> 3) Mailslots
> i have read the complete documentation about the above two and a lot
> of articles also.
> i heard that we have various other mechanisms from the article
> <http://support.microsoft.com/kb/q95900/> which just mentions
> about named pipes ,OLE,windows socket,RPC,NETBIOS,DDE.
> can anyone tell me how the above mechanisms can be used or any
> articles describing about them.
> It would be really appreciated if any fruitful reply comes.
>
>
> Thanking you,
>
> with regards
> Sonu Thomas
>

• **References:**

◆ **[interprocess communciation](#)**

◇ *From:* sonu

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