```cpp
#include <windows.h>
#include "idle.h"
#include "events.h"
#include "utils.h"

Idle::Idle(Buffer *buffer, Serial *serial, Controller *gui):
                commOut_(new CommOut(buffer, serial, gui)),
                commIn_(new Receiver(buffer, serial, gui)) {}

DWORD WINAPI Idle::thread(PVOID pvoid) {
    Idle *inst = (Idle*)pvoid;
    HANDLE listen[] = {
        CreateEvent(NULL, FALSE, FALSE, COMMOUT_START_EVENT),
        CreateEvent(NULL, FALSE, FALSE, PACKET_FOUND_EVENT),    // start receiving
        CreateEvent(NULL, FALSE, FALSE, GLOBAL_DIE_EVENT)
    };
    int who;


    while (true) {
        who = WaitForMultipleObjects(3, listen, FALSE, INFINITE);
        try {
            switch (who) {
                case WAIT_OBJECT_0+0:
                    Sleep(1);
                    inst->commOut_->ConnectClient();
                    break;
                case WAIT_OBJECT_0+1:
                    Sleep(1);
                    inst->commIn_->run();
                    break;
                case WAIT_ABANDONED:
                    return 0;
            }
        } catch (...) {
            //ENSURE_EXCEPTION(i, GOTO_IDLE_EXCEPTION);
        }
        for (int i=0; i < 3; ++i) {
            ResetEvent(listen[i]);
        }
    }
    return 0;
}
```