

```

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:
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18:     along with this program. If not, see <http://www.gnu.org/licenses/>.
19: */
20:
21: #include <stdio.h>
22: #include <stdlib.h>
23:
24: #include <stdarg.h>
25:
26: #include <string.h>
27: #include <fcntl.h>
28: #include <errno.h>
29: #include <signal.h>
30:
31: /* ##### */
32: #ifdef __GNUC__ /* ---- */
33:
34: #include <unistd.h>
35: #include <termios.h>
36: #include <pthread.h>
37: #include <sys/time.h>
38:
39: #define xbee_thread_create(a,b,c) pthread_create(&(a),NULL,(void (*)(void *))(b),(void *)&(c))
40: #define xbee_thread_kill(a,b) pthread_kill((a),(b))
41:
42: #define xbee_mutex_init(a) pthread_mutex_init(&(a),NULL)
43: #define xbee_mutex_destroy(a) pthread_mutex_destroy(&(a))
44: #define xbee_mutex_lock(a) pthread_mutex_lock(&(a))
45: #define xbee_mutex_unlock(a) pthread_mutex_unlock(&(a))
46:
47: #define xbee_write(a,b) fwrite((a),1,(b),xbee.tty)
48: #define xbee_read(a,b) fread((a),1,(b),xbee.tty)
49:
50: /* ##### */
51: #else /* ---- */
52:
53: #include <Windows.h>
54: #include <io.h>
55: #include <time.h>
56:
57: /* this uses miliseconds not microseconds... */
58: #define usleep(a) Sleep((a)/1000)
59:
60: #define xbee_thread_create(a,b,c) (((a) = CreateThread(NULL,0,(void *) (b),(void *)&(c),0,NULL)) == NULL)
61: #define xbee_thread_kill(a,b) TerminateThread((a),(b))
62:
63: #define xbee_mutex_init(a) (((a) = CreateSemaphore(NULL, 1, 1, NULL)) == NULL)
64: #define xbee_mutex_destroy(a) CloseHandle((a))
65: #define xbee_mutex_lock(a) WaitForSingleObject((a),INFINITE)
66: #define xbee_mutex_unlock(a) ReleaseSemaphore((a),1,NULL)
67:
68: /* ##### */
69: #endif /* ---- */
70:
71: #include "xbee.h"
72:

```