

```
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:
7:      This program is free software: you can redistribute it and/or modify
8:      it under the terms of the GNU General Public License as published by
9:      the Free Software Foundation, either version 3 of the License, or
10:     (at your option) any later version.
11:
12:     This program is distributed in the hope that it will be useful,
13:     but WITHOUT ANY WARRANTY; without even the implied warranty of
14:     MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
15:     GNU General Public License for more details.
16:
17:     You should have received a copy of the GNU General Public License
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) (((a) = CreateSemaphore(NULL, 1, 1, NULL)) == NULL)
47: #define xbee_mutex_destroy(a) CloseHandle((a))
48: #define xbee_mutex_lock(a) WaitForSingleObject((a),INFINITE)
49: #define xbee_mutex_trylock(a) WaitForSingleObject((a),0)
50: #define xbee_mutex_unlock(a) ReleaseSemaphore((a),1,NULL)
51:
52: #define xbee_close(a) CloseHandle((a))
53:
54: typedef struct win32_callback_info win32_callback_info;
55: struct win32_callback_info {
56:     xbee_con *con;
57:     HWND hWnd;
58:     UINT uMsg;
59:     win32_callback_info *next;
60: };
61:
62: win32_callback_info *callbackMap = NULL;
63: HANDLE callbackmutex;
```