HAWThread

+start(arg:void*): virtual void
+stop(): void
+join(): void
#execute(void*): virtual void
#shutdown(): virtual void



$Blink_Thread$

Lock

-pMtx_: pthread_mutex_t*

- + Lock(pMtx :pthread_mutex_t* + -Lock() Lock(l :const Lock&) operator=(l :Lock&): Lock&