```cpp
// SciTE - Scintilla based Text Editor
/** @file WinMutex.cxx
 ** Define mutex
 **/
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// http://www.microsoft.com/msj/0797/win320797.aspx

#include <windows.h>
#include "Mutex.h"

class WinMutex : public Mutex {
private:
    CRITICAL_SECTION cs;
    virtual void Lock() { ::EnterCriticalSection(&cs); }
    virtual void Unlock() { ::LeaveCriticalSection(&cs); }
    WinMutex() { ::InitializeCriticalSection(&cs); }
    virtual ~WinMutex() { ::DeleteCriticalSection(&cs); }
    friend class Mutex;
};

Mutex *Mutex::Create() {
  return new WinMutex();
}
```