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## threads.pl -- Threads



Implements triggers, timers and simultaneous actions.

### author

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### license

- GNU General Public License

### trigger\_create(-ID, +Event, +Action)

Creates trigger. *Action* will be fired once, when *Event* is true. *Action* can be both predicate and list of predicates.



### trigger\_create(-ID, +Event, +Action, +Count)

Creates trigger. *Action* will be fired *Count* times, when *Event* is true. If *Count* is `inf` trigger works infinitely. *Action* can be both predicate and list of predicates.



### trigger\_exists(?ID)

Returns true if trigger exists. Fails if there is no trigger with specified *ID*.



### trigger\_kill(+ID)

Kills trigger with specified *ID*. Returns true if trigger has been deleted. Fails if there is no trigger with specified *ID*.



### trigger\_killall

Kills all triggers.



### timer\_create(-ID, +Time, +Action)

Creates timer. *Action* will be fired after specified *Time*. *Action* can be both predicate and list of predicates.



### timer\_create(-ID, +Time, +Action, +Spec)

Creates system timer. Option is:



#### system

### timer\_exists(?ID)

Returns true if timer exists. Fails if there is no timer with specified *ID*.



### timer\_kill(+ID)

Kills timer with specified *ID*. Returns true if timer has been deleted. Fails if there is no timer with specified *ID*.



### timer\_system\_kill(+ID)

Kills system timer with specified *ID*. Returns true if timer has been deleted. Fails if there is no timer with specified *ID*.



### timer\_killall

Kills all timers.



### timer\_system\_killall

Kills all system timers.



### wait(+Time)

Waits specified time in seconds.



### wait\_till(+Event)

Waits till *Event* is true.

