

Condition

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A **Condition** is an [object](#) attached to a [WaitSet](#) which allows a thread to block until one or more of the attached condition objects evaluates to true or until the timeout occurs. Each Condition has a `trigger_value` that can be true or false and is set by the Data Distribution Service. Conditions can be of type:

- **Guard Condition**

[Application](#) controlled, unblocks a [WaitSet](#) manually by triggering the `GuardCondition set_trigger_value(TRUE)`.

- **Status Condition**

Provides a generic mechanism for the application to be informed about relevant communication status conditions from [Entity](#) objects that have status attributes, access is provided to the application by the `get_statuscondition` operation. The available status' depend on the Entity and are described in your relevant language reference guide.

- **Read Condition**

Allows an application to specify the data samples it is interested in by means of their lifecycle states. The [WaitSet](#) triggers as long as data is available that matches the selected `SampleState`, `ViewState` and

- **Query Condition**

Allows an application to specify the data samples it is interested in by means of an SQL-expression.

Source: [OpenSplice Glossary](#)

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