
Subject: Re: Question about PostCallback from Child Thread

Posted by [kfeng](#) on Thu, 12 Jul 2007 04:11:39 GMT

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OK, suppose I have a C struct with a bunch of pointers to the heap:

```
struct
{
    int  *intP;
    double *doubleP;
    char **strP;
    ...
}
```

It's filled out by the child process and I pass a pointer to an instance to PostCallback(). Will PostCallback() be smart enough to lock all the pointed-to members? If not, is there a way to make the child thread block and wait until the parent is done reading?

The problem is **strP - I need this to run fast so I don't want to be looping through the members locking each one by hand - may be simpler to just get the child to wait for the parent to finish. Is there a way I can do this to a child thread?

Thanks in advance.

Regards,
Ken