
Subject: Re: MT/Locking Questions

Posted by [mr_ped](#) on Tue, 29 Apr 2008 08:03:38 GMT

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Well, I never did MT with U++, so I have no direct experience, but that's what makes *sense* to me.

Thinking more about it, the instantiated non-static mutex may be enough, if the multiple threads are working with the same instance of the class with the accessed static variable, but that imposes additional burden on mind of programmer, to never introduce another instance.

Anyway, a search trough files in uppsrc leads to these interesting lines:

```
C:\upp\uppsrc\Core\heap.cpp(115):static StaticMutex sHeapLock;
```

```
C:\upp\uppsrc\Core\Mt.cpp(9): static Mutex *section;
```

```
C:\upp\uppsrc\Draw\Draw.cpp(9):static StaticMutex sDrawLock;
```

As you can see, there's some StaticMutex class also. I'm looking at the source right now, but I have still no idea why ordinary Mutex would be not good enough even for static variable of class.

Sorry.
