
Subject: Re: bug in latest svn
Posted by [mdelfede](#) on Sat, 03 May 2008 17:17:20 GMT
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Novo wrote on Sat, 03 May 2008 17:42Novo wrote on Fri, 02 May 2008 16:15

Sorry, couldn't keep my promise.

I probably miss something, but code below always was a problem.

```
const String& GetCppFile(int i)
{
    INTERLOCKED_(cpp_file_mutex) {
        return cpp_file[i];
    }
    return String();
}
```

Should be something like that:

```
const String& GetCppFile(int i)
{
    INTERLOCKED_(cpp_file_mutex) {
        return cpp_file[i];
    }

    static String value;
    return value;
}
```

I'm not sure about thread-safety of static variable initialization though.

AFAIK that's a right behaviour, as returned temporary string is first assigned to result and then deleted. With static variables you lose reentrancy (usually).

BTW, after long debugging I couldn't locate the problem....

Max
