Subject: Re: Thoughts about alternative approach to multithreading
Posted by mr_ped on Tue, 14 Oct 2008 06:27:17 GMT

View Forum Message <> Reply to Message

This makes perfect sense to me as long as you don't want to share memory(variables) between threads (for performance reasons for example).

I think there's no point to limit U++ library just to queue approach and force you to work around in other cases.
But there may be some point to layer the MT API, so if you wish to use just thread variables+queue, you will easily find proper subset of U++ API to do just this.

Is there some reason why this subset can't live along full mutex/etc. stuff in the same library?