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Subject: Re: Thoughts about alternative approach to multithreading

Posted by [mirek](#) on Fri, 14 Nov 2008 09:15:58 GMT

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Mindtraveller wrote on Fri, 14 November 2008 04:09

Creating and destroying of callback stack variable takes some time. Not very big though but it is better to avoid it.

Investigation continues.

It involves MT synchronization primitive (atomic counter inc/dec) - that is the cause of slowdown.

Mirek

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