
Subject: Re: "Alternative Multithreading" revisited
Posted by [Mindtraveller](#) on Mon, 29 Jun 2009 21:15:46 GMT
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gridem wrote on Mon, 29 June 2009 23:51. But the attached example isn't compiled on Linux platform

2. Why do you use the own callback system instead of Upp callbacks?

1. Please try to download archive again from the first post (I've reuploaded corrected version) and rebuild.

2. This is good question. I don't use U++ callbacks because each U++ callback uses system's synchronization object (link). This makes too big drawback in efficiency in my case. So I use my own implementation, rather small but less universal comparing to U++ ones.
