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Subject: Re: Thoughts about alternative approach to multithreading

Posted by [Mindtraveller](#) on Fri, 03 Jul 2009 08:23:23 GMT

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luzr wrote on Tue, 30 June 2009 00:15 Well, I have some experiences now (did project based on queues, now planning to rewrite it to plain old locking) and I have something to say about the topic (IMO!):

Synchronization objects are simple to manage as compared to often complex race condition relations in queued systems.

What do mean exactly, could you please give a pair of examples why you switched back from queueing model? This is very important topic IMO.

I personally found them very comfortable and stable comparing to a tonns of mutexes.

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