
Subject: Re: Sharing and Locking
Posted by [mirek](#) on Tue, 16 Mar 2010 05:14:59 GMT
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gridem wrote on Mon, 15 March 2010 16:26

```
void AccesserThread()
{
    while (true)
    {
        shared_ptr<Data> d = DataAccess()->lock();
        if (d)
            d->SetA(2); // little change
    }
}
```

P.S.: Please note that above code is MT incorrect in most cases (I have changed it a bit, without the change it might be incorrect sometimes too).