Subject: PROPOSAL: Monitor mutex in objects
Posted by kohait00 on Thu, 15 Jul 2010 09:42:20 GMT
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hi guys,

in C# there exists a nice feature,

```
lock(objectinstance)
{
//method code on now protected object
}
```

one can protect another object of beeing somehow accessed / modified, while oneself is treating with it. the object itself doesnt know about that and does not need to take care on providing any synchonisation features inside.

would it be possible to make something like that in upp as well?
as far as i know, c# compiler helps here somehow..

meanwhile:

here is another maybe usefull construction, came in mind while i was dealing with Mt.h..

```
#define LOCKER UPP::Mutex __locker
#define LOCKED INTERLOCKED_(__locker)

class MyClass
{
 void Method()
 {
  LOCKED
  {
  //your per object locked code
  }
 }
};
private:
 LOCKER;
}
```

it's unlicke the pure INTERLOCKED, which would generate a StaticMutex in every method the LOCKED is used.

if it is sensefull...