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Subject: Re: PROPOSAL: Monitor mutex in objects  
Posted by [kohait00](#) on Thu, 15 Jul 2010 12:11:44 GMT  
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here comes package on how i thought of it...  
short description:

first section uses 2 Threads, operating on same String, using INTERLOCKED, which doesnt work, because it creates internal static Mutex,

second section uses a helper construction, LOCKED, which uses a LOCKER placed Mutex instance in class to protect things, this could be done explicitly by placing a Mutex in class, and using Mutex::Lock(instance) scoped helper as well.

third section uses a Single() Mutex map, to protect arbitrary objects from 'outside' as i understood it from C#

maybe its helpfull..

#### File Attachments

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1) [SigMon.rar](#), downloaded 367 times

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