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 secton 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
1) SigMon.rar, downloaded 344 times