Subject: Re: PROPOSAL: Monitor mutex in objects
Posted by mirek on Sun, 18 Jul 2010 07:08:50 GMT

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kohait00 wrote on Thu, 15 July 2010 08:11
third section uses a Single() Mutex map, to protect arbitrary objects from 'outside' as i understood it from C#

maybe its helpfull..

Maybe you might just want to inherit Mutex for class where you need that?

Still, my limited experience with MT tells me that such constructs in U++/MT are rarely needed.