
Subject: Re: Use same variable in different threads
Posted by [dolik.rce](#) on Fri, 10 Dec 2010 05:49:51 GMT
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Quote:

The question now is, how to program it?

That is always the question. Unfortunately the answer is not simple and it depends a lot on what you are trying to achieve...

As Didier pointed out, for simple int compatible variables Atomic* functions are best. For something rarely used (e.g. flag to stop all threads) I usually use volatile. And for manipulating larger objects, you should definitely use mutex. The basic approach for mutex might be to lock it everytime before you access the variable that is shared between threads and unlock after you are done with it. I think it is best to have one mutex for each object that is accessed from various threads.

In my experience, the best solution is to avoid inter-thread communication whenever possible. Of course, that is definitely not an universal solution...

Honza
