
Subject: Re: Use same variable in different threads
Posted by [gprentice](#) on Fri, 10 Dec 2010 13:34:50 GMT
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Actually, on second thoughts I think the code as written is fine without volatile because the mutex forces the shared data to be updated in memory. Possibly an atomic variable that is read or written outside of a mutex region is more likely to need volatile.

Edit : except that doesn't ensure the hardware doesn't use a cached value ... so now I just noticed AtomicRead and AtomicWrite in U++ - so I take it all back - you probably don't need volatile at all

Graeme
