## Subject: Re: Use same variable in different threads
Posted by mirek on Sat, 25 Dec 2010 19:45:47 GMT

ScopedLock is in U++ as Mutex::Lock.

For read/write access, please notice RWMutex (multiple readers, just one writer). It has 'scoped' RWMutex::ReadLock and RWMutex::WriteLock variants.

As for Atomic variables, its basic feature is that they can accessed and perform increments/decrements from multiple threads WITHOUT caring about mutexes or barriers.