
Subject: Re: Use same variable in different threads
Posted by [tojocky](#) on Sun, 02 Jan 2011 14:35:53 GMT
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mirek wrote on Sat, 25 December 2010 21:45 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 be accessed and perform increments/decrements from multiple threads WITHOUT caring about mutexes or barriers.

Mirek,

You read my mind. RWMutex seems to be perfect.

Windows variant I see

1. a limitation: only LONG_MAX concurrent reads can be. if concurrent reads > LONG_MAX then result is undefined.

Linux variant is a kernel variant. I didn't find the source code and can't say the opinion.

2. If write in recursive mode by the same pthread will wait to infinity.

The linux version is more pretty realized according to this link's source code:

<http://www.jbox.dk/sanos/source/include/pthread.h.html>

<http://www.jbox.dk/sanos/source/lib/pthread/rwlock.c.html>