Subject: Re: Ide MT

Posted by mdelfede on Sun, 20 Feb 2011 19:19:32 GMT

mirek wrote on Wed, 16 February 2011 15:49
......
Frankly, I am afraid that main problem with MT is that it "does not look that hard". Usually this opinion sustains until the first deadlock or race condition

I fully agree, and tested by myself in my app
It's enough to test/set a variable in the wrong place to have really hard to find bugs there.
It took to me quite long to have my MT app stable because of such subtle bugs... I guess that for theide would be a nightmare for long time.

Ciao

Max