
Subject: Re: Web framework....

Posted by [dolik.rce](#) on Sat, 26 Nov 2011 11:22:08 GMT

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mirek wrote on Fri, 25 November 2011 21:37- preferred multithreaded apps (single process, many threads to serve connections) - advantage is to store some common cached data; alternative is preforked processes

May I ask you why you prefer MT over preforked processes? At work we use custom preforked server with shared memory. It proved very stable, since a problem (fatal error, lock-up etc.) in single child doesn't take down entire server. Also it is possible to limit each child to certain number of requests or set it some time of life, after which it is killed. This can be helpful in case of leaking apps (we don't use U++, so leaks happen from time to time).

Of course I see that MT makes other things simple. So maybe having both options available is the right way to go...

Best regards,
Honza
