

This is all somewhat weird.

```
static Mutex& sMutexLock()
{
    static Mutex *section;
    if(!section) {
        static byte b[sizeof(Mutex)];
        section = new(b) Mutex;
    }
    return *section;
}

INITBLOCK {
    sMutexLock();
}
```

First of all, static variables are by definition initialized to zero. Putting " = 0" IMO can result in creating race condition, as the setting this explicit zero might be postponed to the time sMutexLock is called for the first time.

Anyway, all of that is sort of irrelevant: As you can see, INITBLOCK should ensure that sMutexLock is called at least once before APP\_MAIN starts, ergo it should be already initialized when the first thread has chance screw things up.

I would recommend placing some LOGs into the INITBLOCK, then into sMutexLock and at the start of APP\_MAIN to find out what is really going on... (it is quite possible that INITBLOCK does not work as we wish, in that case it would be very good to know that in order to find some workarounds, as we depend on it a lot)

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