Subject: INTERLOCK and Mutex object
Posted by mubeta on Sun, 22 Sep 2013 22:18:16 GMT
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Following this discussion, I used INTERLOCK for two different thread in an multithreaded
application.

For some solved problems, new ones are coming.

Now the application, after a long working time, crash apparently at then INTERLOCK line:

```
//App.icpp file
...
Mutex  reqBufferMutex;


//Comm.cpp file
...
RLOG("101");
while(true)
{
  INTERLOCKED_(reqBufferMutex)
  {
    RLOG("102");
    Array<ComRequest> &v = reqBuffer.GetAdd(n);
    RLOG("103");
    for(j = 0; j < v.GetCount(); j++)
    ...
```

Time by time, the application crash after logging "101".
Win 7 and VS2010 complains about stack overflow and "New" instance.

1) The log file can be not complete due to the application crash?
2) The crash can be caused from the next row: "Array<ComRequest> &v = reqBuffer.GetAdd(n);"
that I suppose is the most probably reason of the crash?
2.1) And in this case, why this common row used in many other parts, cause the crash only after a
long loop? (In the test that I am doing reqBuffer.GetAdd(n), at the time of the crash, is not different
than the many other earlier cycles.