
Subject: MT and variables simple question
Posted by [koldo](#) on Thu, 05 Jun 2014 08:29:08 GMT
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Hello all

I have a doubt about using INTERLOCKED to access variables. I think we are forced to use it when reading and writing variables in MT. However, is it necessary to use it when getting a pointer to them?

For example, is this right?:

```
Array<double> vars;  
...  
double *data;  
data10 = &vars[10];  
INTERLOCKED {  
    *data10 = 23;  
}
```
