
Subject: Re: GuiLock and GuiUnlock objects are of different type.

Posted by [mirek](#) on Sun, 07 Feb 2021 16:58:39 GMT

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Oblivion wrote on Sun, 07 February 2021 17:49Hi,

GuiLock is defined as a struct, and GuiUnlock as a class. I think the source code should be consistent.

My recommendation:

```
class GuiLock { // <--- changed struct to class
public:      // <--- added.
    GuiLock() { EnterGuiMutex(); }
    ~GuiLock() { LeaveGuiMutex(); }
};
```

```
class GuiUnlock {
    int n;

public:
    GuiUnlock() { n = LeaveGuiMutexAll(); }
    ~GuiUnlock() { EnterGuiMutex(n); }
};
```

Best regards,
Oblivion

IDK. I am using struct in almost all cases where either all members are naturally public or I do not care about hiding by private (which is 99% of time in end applications). Is that wrong? For me the difference between struct and class is the default access, nothing else...