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Subject: Re: Segfault while using BiVector  
Posted by [jjacksonRIAB](#) on Wed, 07 Apr 2021 03:21:40 GMT  
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Nope, I was completely wrong. Oh well, that's multithreading for you. :d  
Fix ended up being what I started with - Mutexes, but making them more fine-grained.

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