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Subject: Re: Simulation in its own thread.

Posted by [fallingdutch](#) on Sun, 04 Feb 2007 13:01:34 GMT

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give your app a CriticalSection, lets call it data:  
CriticalSection data;

locking it is done by data.Enter(); //enter the critical section

data.Leave(); //leave the critical section

CriticalSection::Lock \_\_\_\_(data); //lock the critical section until destroyed eg create it at beginnin of a method and the whole method is secured for access

But i am not sure wether this helps you, because both apps have to use the same CriticalSection.

Bas

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