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Subject: Re: Core multithread dangers

Posted by [mirek](#) on Fri, 03 Feb 2006 22:51:23 GMT

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You are right in some cases, but look better. Many of those are in fact serialized elsewhere (that is esp. true for heap - that one IS thread safe to my knowledge).

OTOH, you have missed some that might cause a trouble in future (e.g. when working on GuiMT, I have found that Ptr/Pte are not really thread safe - something to fix ASAP).

Also, note that StaticCriticalSection is zero-initialized POD, so it does not perform any further form of initialization (nice simple solution to "how to serialize initialization of serializer").

Anyway, thanks. I must admit that multithreading is generally less tested / fixed than the rest of library. Any warnings/suggestions here are welcome.

Mirek

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