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Subject: Re: Core multithread dangers

Posted by [hojtsy](#) on Mon, 06 Feb 2006 13:18:07 GMT

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Mirek, I did not fully understand your post. I will try to sync and see the modified implementation of Ptr, but I only have uvs set up on my home computer, so it will take some time. But my question is: how would a global lock be better then a per-object lock? Are you trying to optimize the memory consumption of the lock objects?

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