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Subject: Re: Core multithread dangers

Posted by [mirek](#) on Mon, 06 Feb 2006 13:24:17 GMT

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Yes, optimize memory. Per-object lock would add enourmous data to Pte (more that would be saved by avoiding dynamic storage).

Then, "new/delete" itself have global lock and it would be called per each Pte construction/destruction without Pte global lock, so global lock for Pte does not add too much overhead IMHO. And locked areas are extremly slow (a couple of assembly instructions), which makes me believe that concurrent access will not happen very often (it is much likely to happen during new/delete).

I have tried to implement global lock version - now there are both in Core, former version commented out. Sync uvs2.

Mirek

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