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Subject: INTERLOCK and Mutex object  
Posted by [mubeta](#) on Sun, 22 Sep 2013 22:18:16 GMT  
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Following this discussion, I used INTERLOCK for two different thread in an multithreaded application.

For some solved problems, new ones are coming.

Now the application, after a long working time, crash apparently at then INTERLOCK line:

```
//App.icpp file
...
Mutex reqBufferMutex;

//Comm.cpp file
...
RLOG("101");
while(true)
{
    INTERLOCKED_(reqBufferMutex)
    {
        RLOG("102");
        Array<ComRequest> &v = reqBuffer.GetAdd(n);
        RLOG("103");
        for(j = 0; j < v.GetCount(); j++)
            ...
    }
}
```

Time by time, the application crash after logging "101".  
Win 7 and VS2010 complains about stack overflow and "New" instance.

- 1) The log file can be not complete due to the application crash?
  - 2) The crash can be caused from the next row: "Array<ComRequest> &v = reqBuffer.GetAdd(n);" that I suppose is the most probably reason of the crash?
    - 2.1) And in this case, why this common row used in many other parts, cause the crash only after a long loop? (In the test that I am doing reqBuffer.GetAdd(n), at the time of the crash, is not different than the many other earlier cycles.
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