

Re: Inter-process atomic operations

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Comments inline:

"Nadav" <Nadav@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:1B840805-16A8-4D62-B3E1-BDBF31DE68C6@xxxxxxxxxxxxxxxxxxxx>

Hi,

I am developing a server that should work on a multiple CPU machine, some questions:

1. Does the Interlocked API set guarantee inter CPU atomic operations or JUST inter thread atomic operations.

The interlocked operations are atomic across CPU's

2. The 'volatile' keyword assures that the volatile variable would use a register for interaction, this guarantee atomic interactions, BUT, when dealing with several CPUs we have multiple sets of registers, would setting a variable as volatile guarantee inter-process atomic interactions?

volatile ensures things do not go into registers! volatile is by itself not enough to ensure correct operation.

Is there any solution other than using the common sync objects (critical sec, mutex, .) for inter-process atomic operations?

Use Interlocked api's where possible.

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