

# Re: Multithread safety

---

*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2005-11/msg00189>

---

- *From:* "Eugene Gershnik" <[gershnik@xxxxxxxxxxx](mailto:gershnik@xxxxxxxxxxx)>
  - *Date:* Thu, 10 Nov 2005 13:54:34 -0800
- 

Nathan Evans wrote:

> You got me quite worried then :-)

Well given m's point and thinking some more I will have to go back to my original statement. You must synchronize calls to WSARcv in one way or another. Otherwise it is impossible to correctly reassemble read results after completion notification. Same story (streams are not thread safe) but with a different twist.

---

Eugene

<http://www.gershnik.com>

---

- *Follow-Ups:*
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Alun Jones
- *References:*
  - ◆ **[Multithread safety](#)**
    - ◇ *From:* Mike Gleason Jr Couturier
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Eugene Gershnik
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Nathan Evans
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Eugene Gershnik
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Nathan Evans
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Eugene Gershnik
  - ◆ **[Re: Multithread safety](#)**
    - ◇ *From:* Eugene Gershnik

Re: Multithread safety

◆ *Re: Multithread safety*

◇ *From:* Nathan Evans

- Prev by Date: *Re: Multithread safety*
- Next by Date: *Re: Multithread safety*
- Previous by thread: *Re: Multithread safety*
- Next by thread: *Re: Multithread safety*
- Index(es):
  - ◆ *Date*
  - ◆ *Thread*