

## Re: MSDN volatile sample

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-12/msg01023.html>

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- *From:* George <[George@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:George@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Fri, 28 Dec 2007 05:15:00 -0800
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Hi ajk,

Could you provide a link to your quoted Sleep method description please?

I am reading from,

[http://msdn2.microsoft.com/en-us/library/d00bd51t\(VS.80\).aspx](http://msdn2.microsoft.com/en-us/library/d00bd51t(VS.80).aspx)

not the same as you quoted.

regards,  
George

"ajk" wrote:

On Fri, 28 Dec 2007 03:34:02 -0800, George  
<[George@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:George@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

```
while (Sentinel)
    Sleep(0); // volatile spin lock
```

I think even if the original code will result in deadlock. In the original MSDN sample, Sleep(0) will sleep forever until there is a signal sent to the sleeping thread. But in the original sample, there is no way to trigger the thread from waking up.

The sample works by chance because Sentinel happened to false when we enters while loop.

Any comments? If I am wrong, please feel free to correct me. :-)

Re: MSDN volatile sample

no, if you check the documentation of Sleep

<quote>

A value of zero causes the thread to relinquish the remainder of its time slice to any other thread of equal priority that is ready to run. If there are no other threads of equal priority ready to run, the function returns immediately, and the thread continues execution.

</quote>

this means the loop will check 'Sentinel' and once it is set to false by another thread, the loop will terminate.

/ajk