

DCMTK - Patch #520

OFMutex very slow on Windows

2013-04-15 10:57 - Jörg Riesmeier

Status:	Closed	Start date:	2013-04-15
Priority:	Normal	Due date:	
Assignee:	Marco Eichelberg	% Done:	100%
Category:	Library	Estimated time:	0:00 hour
Target version:	3.6.2	Compiler:	
Module:	ofstd		
Operating System:			
Description			
See this Forum posting:			
OFMutex::lock() and OFMutex::unlock is a hotspot in our application (which uses dcmth, obviously :-)) on Windows, but not on Linux. On Windows it uses a Windows mutex object, which always require a system call to lock and unlock. Have you considered using a critical section on Windows instead? It is much faster: http://preshing.com/20111124/always-use-a-lightweight-mutex			

History

#1 - 2013-04-24 09:50 - Michael Onken

Patch proposal on github, see: <http://forum.dcmth.org/viewtopic.php?f=1&t=3726>

#2 - 2013-12-02 19:57 - Jörg Riesmeier

- Tracker changed from Feature to Patch

#3 - 2017-03-13 18:38 - Marco Eichelberg

- Status changed from New to Closed

- Assignee set to Marco Eichelberg

- % Done changed from 0 to 100

Implemented by commit 5fe9660.