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The Dude. In "The Big Lebowski", The Dude is a mild-mannered middle-aged man and aspiring Vietnam War veteran. He had worked as an account executive at an advertising agency, and was... The Dude. In "The Big Lebowski", The Dude is a mild-mannered middle-aged man and aspiring Vietnam War veteran. He had worked as an account executive at an advertising agency, and was originally employed in Los Angeles. The Dude. In "The Big Lebowski", The Dude is a mild-mannered middle-aged man and aspiring Vietnam War veteran. He had worked as an account executive at an advertising agency, and was originally employed in Los Angeles. The Dude. In "The Big Lebowski", The Dude is a mild-mannered middle-aged man and aspiring Vietnam War veteran. He had worked as an account executive at an advertising agency, and was originally employed in Los Angeles. The Dude. In "The Big Lebowski", The Dude is a mild-mannered middle-aged man and aspiring Vietnam War veteran. He had worked as an account executive at an advertising agency, and was originally employed in Los Angeles. Q: Is it safe to access the same object 2 times using boost::shared_ptr? I am using boost::shared_ptr to manage the lifetime of an object. I want to keep accesses to this object as safe as possible, so I'm wondering if one thread can access the same shared object from multiple threads or if I can't use it as a reference. ie: boost::shared_ptr lock(new MyClass()); ... MyClass& I = lock.get(); ... do_thing(); ... do_thing(); ... do_thing(); ... delete lock.release(); My main concern is that by the time I need to delete the object it will already have been deallocated, and I wouldn't want this to happen. Anyone have any thoughts? A: No. You can only use a shared pointer once. A: As someone who's used C++ for most of his programming life (and of the three answers, this is by far the easiest to understand) I can tell you that one is NOT as safe as the other, let alone the fact that one is c6a93da74d

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