





Global printers

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```
void set_global_string (std::string*);
```

```
void entry_point (std::shared_ptr<synchronized_value<std::string>> sync_s, int tid)
{
    apply ([tid] (auto& s) {
        set_global_string (&s);
        //...
        return s;
    },
    *sync_s);
}
```



```
fn entry_point(data: &Mutex<String>, thread_id: i32) {  
    let mut guard = data.lock().unwrap();  
    guard.push_str("🔥");  
    println!("Thread {}: {}", thread_id, *guard);  
}
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# Global pointers

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# Wrapping with Reflection