
Subject: WorkQueue

Posted by [kohait00](#) on Wed, 03 Feb 2010 11:14:58 GMT

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here comes the WorkQueue

which is not of great deal, it is a copy and paste of the CoWork class stuff (basically the version posted above).

it's Pool is set to 1 Thread per instance only and that's about all of the changes

this reveals, that CoWork is pretty much a workqueue, if one leaves only 1 Thread.. but the current WorkQueue uses 1 Thread per instance, not a Thread pool

this one is still to be debugged. The test environment reveals a deadlock during Close problem and its solution as the WorkQueue runs stuff from the Gui in GuiLock environment...a common problem even in CoWork, if one wants to use CoWork doing GUI stuff (which makes not much sense, because the GUI thread would sleep meanwhile

if this idea per se makes sense one should think about modifying/flexibilizing CoWork::Pool, to be able to use CoWork as Base Class for WorkQueue.

File Attachments

1) [WorkQueue.rar](#), downloaded 613 times
