Subject: Re: changed CoWork and derived WorkQueue
Posted by mirek on Mon, 15 Feb 2010 11:49:40 GMT

kohait00 wrote on Tue, 09 February 2010 09:14well, maybe it's because *I* have too little MT experience, i am a bit of a rookie on that indeed, still learning.

my situation was basicly that i wanted to keep the gui responsive (old stuff) offloading work (i realize that CoWork is mainly a loop parallelizer, for independant work). but as soon as the offloaded work is kind of depandant on each other or the order of execution

Perhaps I am still not getting where these dependant units of work come from.

I clearly see - in GUI, you start something in another thread. That job runs in parallel, possibly changing the GUI (some functions not available until it finishes etc..). The it finishes and somehow tells this to GUI (PostCallbakc perhaps).

Where are these units?