
Subject: Re: NEW: Dispatcher (templateable dispatcher helper for MVC pattern and more)

Posted by [kohait00](#) on Mon, 12 Jul 2010 20:56:04 GMT

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to show you some kind of far goal, just google for
'concurrency and coordination runtime CCR'

http://en.wikipedia.org/wiki/Concurrency_and_Coordination_Runtime

i think ultimate brings in a lot about that, where Callbacks are a key part, CoWork is the thread pool, a Ports API should be designed and we got a slim CCR like approach to creating application services (aka DSS, decentralized software services, another project that is directly linked to CCR). ultimate can make it that far, i know..

a brief overview, very interesting

<http://msdn.microsoft.com/en-us/magazine/cc163556.aspx>

PS: i have been dealing with M\$ Robotics Studio and the DSS/CCR framework in C# and I loved it..because of the logical mesh up of services and applications. thats why i am thinking on how to immitate this in upp...
