Subject: Re: TIme and Idle
Posted by dolik.rce on Tue, 01 Mar 2011 12:18:10 GMT

Wlad wrote on Tue, 01 March 2011 11:15I'll try to explain the roots of the problem.
They are stemmed from VERY large old application developed by an other guy.
It was developed at early 90s and DID NOT use multithreading.
You know... MANY tasks processed in loop, every new sequence of which was initiated by
receiving ON_IDLE mrssage...

OK, I understand Simple solution could probably be to use Cowork. Instead of waiting for
"OnIdle", you would just post a callback to Cowork which should take care about the threading
and scheduling at the same time. It maintains fixed size thread pool, so if you post more jobs than
you have available threads, it will be queued and start when something else finishes, which is
essentialy the same as idle state. Note that I never did something like this, so take it just as a
guess You'll find out if it works only if you try it

Honza