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Subject: Is there a Threadpool in U++?

Posted by [crydev](#) on Wed, 03 Apr 2013 14:05:58 GMT

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Hi everyone!

I was wondering, I need a threadpool for my application, or something samiliar to it. I tried CoWork but it doesn't really work, by means of, when using CoWork, the GUI will still always be unresponsive.

My problem is that I need to divide the scanning of memory blocks into multiple threads, but not more then 3~5 simultaneously.

Can anybody help me out?

Thanks in advance!

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