
Subject: Re: Is there a Threadpool in U++?

Posted by [dolik.rce](#) on Wed, 03 Apr 2013 15:08:47 GMT

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Hi crydev,

If I remember correctly how CoWork works, then it can be used for what you need. You just have to make sure that GUI can be updated during the computation, e.g. by calling `Ctrl::ProcessEvent()` in between the iterations. Details depends quite a lot on how exactly you use CoWork.

Best regards,
Honza
