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Subject: Re: MT/GuiLock rules changed

Posted by [Sender Ghost](#) on Sat, 06 Jul 2013 18:34:37 GMT

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Hello, Mirek.

I have read some articles from <http://habrahabr.ru> site, related to C++ and found some recent article about using asynchronous coroutines, e.g. to process some data outside of main thread, while using it inside of main thread without locks.

The address of article:

"Analogue technique for writing await/async from C# to C++" and translated to english.

While the author uses modern C++ features (such as auto, lambda functions, new STL templates) and Boost Coroutine library, I think, this might be useful as a different point of view to the problem and its solution. But sorry, if not related.

Edit: Changed translator to Google.

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