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Subject: Re: MT/GuiLock rules changed

Posted by [mirek](#) on Sat, 06 Jul 2013 18:46:42 GMT

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Sender Ghost wrote on Sat, 06 July 2013 14:34Hello, 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.

Interesting, but not really helpful here...

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