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Subject: proposal: bool Index::HasUnlinked()  
Posted by [piotr5](#) on Sun, 09 Feb 2014 11:20:41 GMT  
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it's just a one-liner. in Index.h add

```
bool HasUnlinked() const { return unlinked >= 0; }  
to HashBase class.
```

in AIndex:

```
bool HasUnlinked() const { return hash.HasUnlinked();}
```

since you can't get reference to Hash.

the reason is that I abuse unlinking as a marker. but also in multi-threading it would be interesting to execute Sweep() in another thread, if needed.

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