

Hello,

In my opinion handling multi-threading API using `#ifdef` in header is not good for the end user. Because, he/she is obligated to use `#ifdef` in their code. Personally, I would hide it inside the interface and use `One` container (`Movable` will not work for this class).

```
class Result // Interface - all methods are abstract
{
public:
    // The same as previous

    virtual bool IsAsync() = 0;

    // Mt methods are presented without #ifdef guard
};

class RegularResult : public Result // The name could be different
{
public:
    bool IsAsync() override { return false; }

    // Mt methods returning false, -1 etc.
};

class AsyncResult : public Result
{
public:
    bool IsAsync() override { return true; }

    // Return correct values for MT
};

One<Result> result(new AsyncResult());
```

What do you think?

Sincerely,
Klugier
