
Subject: Re: About storing references and pointers to callbacks.

Posted by [mirek](#) on Wed, 05 Jul 2017 12:02:46 GMT

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Oblivion wrote on Mon, 26 June 2017 13:16Quote: Well, I have some reservation about the whole api design, but yes, this case I would say it is ok and has to be documented.

Thank you Mirek.

I hope I'm not taking much of your time, but could you share your thoughts on that?
So that I can revise the code before publishing it.

Well, _right now_ I feel a bit uneasy about the whole asynchronous operations queue. Now, it is likely that the whole concept is forced by the nature of problem, but I would rather liked to have some "single request" tool.

Actually, I think that your original question suggest exatly that long queues that store references to external objects are troublesome...

Also, I think that there always should be `Event<void *, int>` basic variant for data outputs.
