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Subject: Re: Job package: A lightweight multithreading tool, using promise/future mechanism

Posted by [mirek](#) on Sun, 10 Sep 2017 22:06:15 GMT

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Oblivion wrote on Sun, 10 September 2017 21:16 and a per-thread shutdown mechanism.

That one is a borderline to impossible.

The problem are all those destructors that need to be called. It is hard to abort a thread that does not know about it...

Mirek

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