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Subject: Re: RE: Job package: A scope-bound worker thread for non-blocking operations.

Posted by [Oblivion](#) on Tue, 19 Sep 2017 06:53:19 GMT

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Yes that does work without IsFinished loop.

I put that simply to show that it is possible to do something else in that while() loop (some checks, calculations, whatever is needed.) while the requests are being processed.

It gives per-job control over the async works.

Example:

```
while(!c1.IsFinished() || !c2.IsFinished()) {
if(c2.IsFinished())
    Cout() << second request is complete before the first\n";
    // Etc...
}
```

Best regards,

Oblivion

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