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

Yes that does work withoud IsFinished loop.
I put that simply to show that it is possible to do someting 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