
Subject: Re: [solved] ScatterCtrl: program access to the "Measures" ?

Posted by [Oblivion](#) on Thu, 14 Nov 2019 12:56:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Frank,

Quote:

Being conversant in Posix Threads and locking primitives, I can't wait to learn how much of those goodies has U++ possibly managed to include in its multi-platform API Smile Last night I've discovered a nice U++ forum thread on the top

As for U++ threads, and MT primitives, I'd suggest you looking at CoWork (Worker thread pool), and AsyncWork (a worker thread impl. similar to promise/future pattern, with result gathering, based on CoWork). Or if you dont require pools, buy simply asynchronicity, and somewhat lower overhead, there is also a dedicated/worker thread hybrid implementation called "Job" (This, again,is a future/promise pattern impl. with result gathering, error management and, cancellation. It is basically a stripped down version of AsyncWork. And it can be found on my git repo.)

Best regards,
Oblivion
