Subject: Re: AsyncWork<Vector<T>> fails due to lack of copy-constructor
Posted by mirek on Tue, 07 Jan 2020 14:16:08 GMT

OK, in trunk, AsyncWork is now able to get by here, but you need to call Pick instead of Get.

That said, still not 100% sure what is the goal, but if you wanted to process files in parallel, I have cooked up a little example for you for future reference:

```cpp
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 FindFile ff("c:/xxx/csv/*.csv");
 Mutex lock;
 int total_lines = 0;
 CoDo([&] {
  int lines = 0;
  for(;;) {
   String path;
   {
    Mutex::Lock __(lock);
    while(ff && !ff.IsFile())
     ff.Next();
    if(!ff) {
     total_lines += lines;
     return;
    }
    path = ff.GetPath();
    ff.Next();
    Cout() << "About to process " << path << "\n";
   }
   FileIn in(path);
   while(!in.IsEof()) {
    in.GetLine();
    lines++;
   }
  }
 });

 Cout() << "Total number of lines is " << total_lines << "\n";
}
```