Subject: Re: AsyncWork, IsFinished() may not be working properly
Posted by JeyCi on Sat, 18 Jul 2020 14:44:38 GMT

Oblivion wrote on Sat, 18 July 2020 15:31if the work is finished then Calling Get() won't wait either, it will immediately return the resultitng value of the offloaded computation.
Yes, now I see - this is important difference in your code comparing it with mine
and here
Oblivion wrote on Sat, 18 July 2020 15:31while(!workers.IsEmpty())
  for(int i = 0; i < workers.GetCount(); i++)
? is it duplication of loop & what for? why not use only one any row from these 2, not both?

Oblivion wrote on Sat, 18 July 2020 15:31// No locking required, since we dont use a shared variable...
- well, I worried for a long time about this i - always doubting if it is shared variable - it always seems to me that counter itself is always shared & should be locked somehow when making i++... it's difficult to understand why not?..
Oblivion wrote on Sat, 18 July 2020 15:31auto iota = w.Pick(); // Same as Get() but picks ("moves") the resulting vector.
- I liked this row :)