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Subject: Re: AsyncWork, IsFinished() may not be working properly

Posted by [JeyCi](#) on Sat, 18 Jul 2020 16:34:52 GMT

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Oblivion wrote on Sat, 18 July 2020 17:55

If you look closely, you can see that we are capturing the index (i) "by value" (i.e. we are copying it):

I think I see now in the class AsyncWork in the library - something like this

```
void Do(Function&& f, Args&&... args) { co.Do([=]() { ret = f(args...); }); }
```

- thus, by value - ok I will know... thanks!

p.s.

but in my U++ v.13068 mingw win-x32 I have no .Pick() to test your last code... (please don't ask me to update the u++ version - because I have win-x32 & last for it compiled 13664 just is having some problems with one code, about which I yet need some tests to do)... But if some changes can be done to your last code - to start it working without .Pick?.. because am trying to use .Get, neither = (deleted function), nor auto& iota (reference) helps...