Subject: Re: AsyncWork, IsFinished() may not be working properly
Posted by JeyCi on Sat, 18 Jul 2020 19:02:40 GMT

Oblivion wrote on Sat, 18 July 2020 19:24
workers.Add() = Async([=]{ // <--- The capture point/syntax you should be aware of.

oh :) I was so blind
Oblivion wrote on Sat, 18 July 2020 19:24
My suggestion would be to patch the AsyncWork code to your local source tree (its 20-30 lines of code in a header file, thats all). Only two or three lines have to be patched.
This is all.
perfectly - you have updated my 13068 with 30 lines & no need to wait new version for x32win :)
thank you very much - it really works (your code is ok)
Oblivion wrote on Sat, 18 July 2020 19:24
Or if you have some specific, simple example of your code, post it here, and let's see what we can come up with.

it will be real offtop here,
Toggle Spoilerbut if you're interested about the code - one person gave me an example of how to use from another class progress of GUI at progress-reference... in 13664 there are some problems with that code - also concerning CoWork, I think...
but I was just interested about using GUIprogress FROM another class () or even another thread I will need (I started from simple GUI class with 1 working-thread & my loading purposes) - & it was the answer how I can make decomposition of my code... so I've just started to practice C++ in U++ framework - I liked its user-friendly interface & already built portable versions & already created my little utility for my needed goals - U++ is really very convenient & now I see in your answers - with very ! good support from its community...
I know - CoWork changed since 13068...
but I'm now trying to refactor my quickly written & working code according to OOP - as a part of getting acquainted with new language in free time - really interesting...
and classes of U++ really are giving speed for any application developing (I never have deal with async & threads before) - thanks a lot!
I'm now updated :)