Subject: Re: The right way to use CoDo with GuiLock?
Posted by Oblivion on Sun, 12 Jun 2022 16:12:30 GMT
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Quote:
Is there any approach to CoWork for updating the ColumnList as every worker finish? instead of waiting till all of them are finished to update.

Not with CoDo or CoFor, no. (Not that I know of, at least)

The reason is, you'll need a non-blocking way so that the GUI can be refreshed, and events are processed.
Fortunately, there are several ways to do that.

But since you want a loop paralellization, you can do it using the CoWork::Do0 // Which is called by CoDo, anyway.

Here's how:

```
void CoTest::CoForTest2()
{
 list.Clear();
 CoWork co;

 std::atomic<int> ii(0);

 co.Do0([=, &ii] { // This is non blocking.. (i.e. will not wait for workers to compete their jobs)
  for(int i = ii++; i < 10000; i = ii++) {
   GuiLock __;
   list.Add(i);
  }
 },
 true);

 while(!co.IsFinished()) { // We'll use pseudo-blocking, so that we'll have control over the GUI event loop.
  ProcessEvents(); // Process the events.
  GuiSleep(20);    // Sleep right amount of time.
 }

}
```

Best regards,