
Subject: Re: Coroutines package for U++
Posted by [peterh](#) on Mon, 07 Nov 2022 17:38:18 GMT
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Hi,

Out of interest I tried the example from UppHub.

(I have used cooperative coroutines 40 years ago on DOS in Borland Pascal (and in Modula II but the latter only experimental).

We used a commercial library. The program was rather big and consisted out of a base routine and overlays which where swapped.

We used this for a program that had a complex user interface and that must communicate with a running machine, store the process data in realtime, visualize data and control machine parameters interactively, all at the same time, using a single computer)

So far I have read, C++20 coroutines are different, these are "stackless" coroutines, which implies some limitations. (cannot suspend or yield in a subroutine)

I do not fully understand it yet and the purpose of it.

I noticed, if I set a breakpoint inside the body of a coroutine, then it is not hit.

Edit: A call to DebugBreak() is hit.

If I set a breakpoint at the entry point of a coroutine, it is hit.

If I call a subroutine from a coroutine and set a breakpoint inside this subroutine, then it is hit.
