
Subject: Re: Coroutines package for U++
Posted by [Oblivion](#) on Mon, 07 Nov 2022 19:31:41 GMT
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Hello Peter,

Quote:

I understand it this way, C++20 coroutines are meant to write fast state machines in a simpler way.

Yes, that's what I tried to explain above. They are meant to write very fast state machines in a very simple way.

Quote:I do yet not understand, where does a C++ coroutine store its local variables?

Heap. (With some compiler optimizations, IIRC)

Best regards,
Oblivion
