
Subject: Re: Coroutines package for U++
Posted by [zsolt](#) on Mon, 12 Dec 2022 12:48:29 GMT
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I did not study coroutines yet, but I have a question, maybe you can answer it.
Is it possible some easy way to write a function / method to start rendering some big images or PDFs on other threads and awaiting them, to complete, not blocking the main (GUI) thread, that started it?
And canceling that rendering threads automatically if I leave that context by closing the dialog, that started it?
