

---

Subject: Re: Coroutines package for U++  
Posted by [zsolt](#) on Mon, 12 Dec 2022 20:38:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, Oblivion. I have started to get the idea behind these concepts, checking your code.

I was thinking about if it could be possible to implement something so simple as Javascript's `async/await`.

But I concluded the same as you.

Maybe it could be done by combining your coroutine with your `AsyncWork` and a timer infrastructure calling coroutines until their finished state, but too much work compared to using `AsyncWork` and showing a progress or using `SetTimeCallback()` to update the window periodically.

---