Subject: Is there a Threadpool in U++?
Posted by crydev on Wed, 03 Apr 2013 14:05:58 GMT

Hi everyone!

I was wondering, I need a threadpool for my application, or something samiliar to it. I tried CoWork but it doesn't really work, by means of, when using CoWork, the GUI will still always be unresponsive.

My problem is that I need to divide the scanning of memory blocks into multiple threads, but not more then 3~5 simultaniously.

Can anybody help me out?

Thanks in advance!

Subject: Re: Is there a Threadpool in U++?
Posted by dolik.rce on Wed, 03 Apr 2013 15:08:47 GMT

Hi crydev,

If I remember correctly how CoWork works, then it can be used for what you need. You just have to make sure that GUI can be updated during the computation, e.g. by calling Ctrl::ProcessEvents() in between the iterations. Details depends quite a lot on how exactly you use CoWork.

Best regards,
Honza