Subject: proposal: bool Index::HasUnlinked()
Posted by piotr5 on Sun, 09 Feb 2014 11:20:41 GMT
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it's just a one-liner. in Index.h add

```
 bool  HasUnlinked() const    { return unlinked >= 0; }
```
to HashBase class.

in AIndex:
```
 bool  HasUnlinked() const    { return hash.HasUnlinked();}
```

since you can't get reference to Hash.

the reason is that I abuse unlinking as a marker. but also in multi-threading it would be interesting to execute Sweep() in another thread, if needed.

Subject: Re: proposal: bool Index::HasUnlinked()
Posted by mirek on Mon, 10 Feb 2014 12:55:51 GMT
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Makes sense, applied, also to AMap.