Page 1

Producer/Consumer Design Pattern (Events)

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Connector Pane

Producer/Consumer Design Pattern (Events)



Use this template to build a producer/consumer design pattern with events to produce queue items. Use this design pattern instead of the User Interface Event Handler pattern for user interfaces when you want to execute code asynchronously in response to an event without slowing the user interface responsiveness.

Front Panel





Page 2

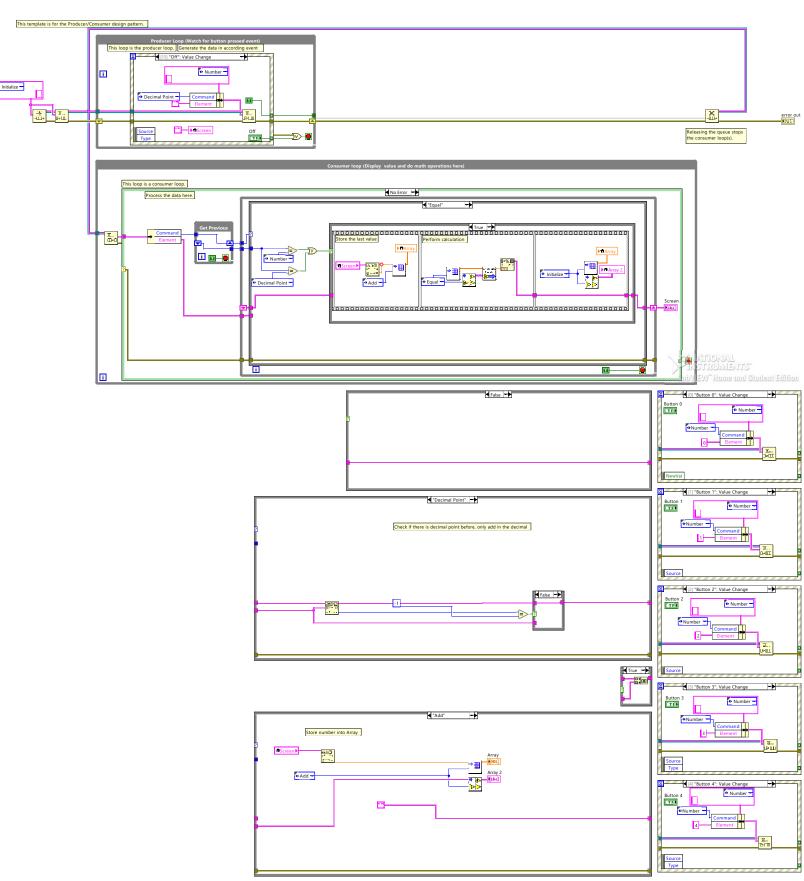
Producer/Consumer Design Pattern (Events)

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Block Diagram



Page 3

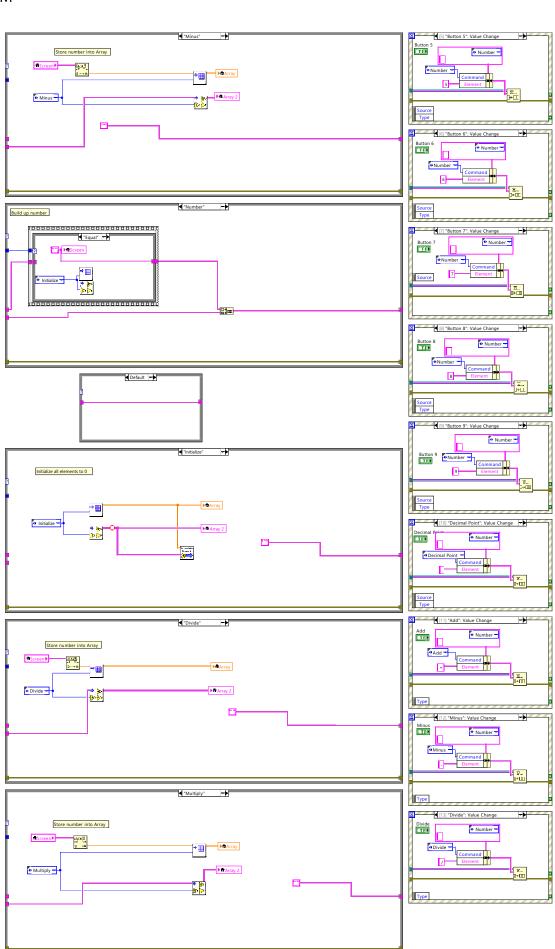
Producer/Consumer Design Pattern (Events)

and a second district Design Fattern (Event

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Producer/Consumer Design Pattern (Events)

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