

## Threads

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## 1 Threads

A light weight library to dispatch actions to the Unity3D main-thread. Threads can be used at both Editor-time and Run-time straight out of the box. No initialization is required. **When playmode is toggled in the editor, the**

**actions in the queue will be purged, and thus will never complete!** The dispatcher synchronizes with Unity during the `Update` loop or `EditorApplication.Update` loop.

## 1.1 API

The dispatcher API can be accessed through the static `Dispatcher` class.

Method	Description
<code>void Dispatcher.Post</code>	Post an action on the main-thread
<code>Task Dispatcher.PostAsync</code>	Post an awaitable action on the main-thread
<code>IDispatchResult Dispatcher.PostAsync&lt;T&gt;</code>	Post an awaitable <code>Func&lt;T&gt;</code> on the main-thread. Results can be retrieved through the <code>IDispatchResult</code>
<code>Dispatcher.ToMainThread()</code>	An awaiter to synchronize to the main-tread

See the [Docs](Documentation~) for more information or [Tests](Tests) for how to use the Dispatcher and we have provides some [Samples](#).

### 1.1.1 Synchronize to the main-thread

A very useful utility in this Dispatcher is the fact that code is easily synchronized to the main-thread. See the example below:

```
Task.Run(async () => {
    // We are on some other thread depending on scheduling.
    await Dispatcher.ToMainThread();
    // We are back on the main-thread now
    // so we can access UnityEngine code
    // without getting an exception!
    var myGameObject = Object.Instantiate(myPrefab);
    // F*cking Awesome XD!!!

    // We can also await a background thread
    await Dispatcher.ToBackgroundThread();
    // We are on a background thread again
    // so we can do expensive processing
    // without blocking the main-thread
});
```

## 2 CHANGELOG

## 3 LICENSE

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## 4 Namespace Index

### 4.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

<a href="#">HamerSoft</a>	4
<a href="#">HamerSoft.Threads</a>	4
<a href="#">HamerSoft.Threads.Editor</a>	4
<a href="#">HamerSoft.Threads.Tests</a>	4
<a href="#">HamerSoft.Threads.Tests.Editor</a>	4
<a href="#">HamerSoft.Threads.Tests.Runtime</a>	4

## 5 Hierarchical Index

### 5.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

<a href="#">HamerSoft.Threads.Dispatcher</a>	4
<a href="#">HamerSoft.Threads.IDispatchResult&lt; out out TResult &gt;</a>	6
<a href="#">HamerSoft.Threads.IDispatchResult&lt; TResult &gt;</a>	6
<a href="#">HamerSoft.Threads.MainThreadAwaiter</a>	7
<a href="#">HamerSoft.Threads.MainThreadSync</a>	9

## 6 Class Index

### 6.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">HamerSoft.Threads.Dispatcher</a>	
Main-thread dispatcher which can be used to post actions on the mainthread both Editor-time and Run-time	4
<a href="#">HamerSoft.Threads.IDispatchResult&lt; out out TResult &gt;</a>	
Result object of a function executed on the main-thread	6
<a href="#">HamerSoft.Threads.MainThreadAwaiter</a>	
An awaitable to synchronize to the main thread	7
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Object that facilitates synchronization to the main-thread	9

## 7 Namespace Documentation

### 7.1 HamerSoft Namespace Reference

### 7.2 HamerSoft.Threads Namespace Reference

#### Classes

- class [Dispatcher](#)  
*Main-thread dispatcher which can be used to post actions on the mainthread both Editor-time and Run-time*
- interface [IDispatchResult](#)  
*Result object of a function executed on the main-thread*
- class [MainThreadAwaiter](#)  
*An awaitable to synchronize to the main thread*
- class [MainThreadSync](#)  
*Object that facilitates synchronization to the main-thread*

### 7.3 HamerSoft.Threads.Editor Namespace Reference

### 7.4 HamerSoft.Threads.Tests Namespace Reference

### 7.5 HamerSoft.Threads.Tests.Editor Namespace Reference

### 7.6 HamerSoft.Threads.Tests.Runtime Namespace Reference

## 8 Class Documentation

### 8.1 HamerSoft.Threads.Dispatcher Class Reference

Main-thread dispatcher which can be used to post actions on the mainthread both Editor-time and Run-time

#### Static Public Member Functions

- static void [Post](#) (Action action)  
*Post an action on the main-thread*
- static Task [PostAsync](#) (Action action)  
*Post an action on the main-thread, and allow for waiting for its completion*
- static Task< [IDispatchResult](#)< TResult > > [PostAsync](#)< TResult > (Func< TResult > function)  
*Post a function on the main-thread, and allow for waiting for its completion*
- static [MainThreadSync ToMainThread](#) ()  
*Synchronize a thread to the main-thread*
- static BackgroundThreadSync [ToBackgroundThread](#) ()  
*Synchronize a thread to some background-thread*

### 8.1.1 Detailed Description

Main-thread dispatcher which can be used to post actions on the mainthread both Editor-time and Run-time

### 8.1.2 Member Function Documentation

**8.1.2.1 Post()** `static void HamerSoft.Threads.Dispatcher.Post ( Action action ) [inline], [static]`

Post an action on the main-thread

#### Parameters

<i>action</i>	The function to be executed on the main-thread
---------------	--

**8.1.2.2 PostAsync()** `static Task HamerSoft.Threads.Dispatcher.PostAsync ( Action action ) [inline], [static]`

Post an action on the main-thread, and allow for waiting for its completion

#### Parameters

<i>action</i>	The function to be executed on the main-thread
---------------	--

#### Returns

An awaitable task

**8.1.2.3 PostAsync<TResult>()** `static Task<IDispatchResult<TResult>> HamerSoft.Threads.Dispatcher.PostAsync ( TResult > ( Func< TResult > function ) [inline], [static]`

Post a function on the main-thread, and allow for waiting for its completion

#### Parameters

<i>function</i>	The function to be executed on the main-thread
-----------------	--

#### Template Parameters

<i>TResult</i>	Result type of the function
----------------	-----------------------------

### Returns

`IDispatchResult<TResult>` that contains the result of the function, or the exception thrown when it was not successful

**8.1.2.4 ToBackgroundThread()** `static BackgroundThreadSync HamerSoft.Threads.Dispatcher.ToBackgroundThread ( ) [inline], [static]`

Synchronize a thread to some background-thread

This will mostly be used to sync from the main-thread to some background thread for further processing that doesn't need UnityEngine access.

### Returns

an awaiter to synchronize to some background thread

**8.1.2.5 ToMainThread()** `static MainThreadSync HamerSoft.Threads.Dispatcher.ToMainThread ( ) [inline], [static]`

Synchronize a thread to the main-thread

### Returns

an awaiter to synchronize to the main thread

The documentation for this class was generated from the following file:

- Runtime/Dispatcher.cs

## 8.2 HamerSoft.Threads.IDispatchResult< out out TResult > Interface Template Reference

Result object of a function executed on the main-thread

### Properties

- TResult `Result` [get]  
*The return value of the function*
- bool `Succeeded` [get]  
*Completion flag of the function*
- Exception `Exception` [get]  
*Optional exception throw, when unsuccessful*

#### 8.2.1 Detailed Description

Result object of a function executed on the main-thread

## Template Parameters

<i>TResult</i>	result of the Func<T>
----------------	-----------------------

## 8.2.2 Property Documentation

**8.2.2.1 Exception** `Exception HamerSoft.Threads.IDispatchResult< out out TResult >.Exception [get]`

Optional exception throw, when unsuccessful

**8.2.2.2 Result** `TResult HamerSoft.Threads.IDispatchResult< out out TResult >.Result [get]`

The return value of the function

**8.2.2.3 Succeeded** `bool HamerSoft.Threads.IDispatchResult< out out TResult >.Succeeded [get]`

Completion flag of the function

The documentation for this interface was generated from the following file:

- Runtime/IDispatchResult.cs

## 8.3 HamerSoft.Threads.MainThreadAwaiter Class Reference

An awaitable to synchronize to the main thread

Inherits INotifyCompletion.

## Public Member Functions

- void [GetResult](#) ()  
*Get the result of the awaitable*
- void [Complete](#) (Exception e)  
*Complete the awaitable*
- void [OnCompleted](#) (Action continuation)  
*Function invoked when completed*



## Properties

- bool `IsCompleted` [get]  
*Flag if the awaitable is complete*

### 8.3.1 Detailed Description

An awaitable to synchronize to the main thread

### 8.3.2 Member Function Documentation

**8.3.2.1 Complete()** `void HamerSoft.Threads.MainThreadAwaiter.Complete ( Exception e ) [inline]`

Complete the awaitable

#### Parameters

<i>e</i>	optional exception
----------	--------------------

**8.3.2.2 GetResult()** `void HamerSoft.Threads.MainThreadAwaiter.GetResult ( ) [inline]`

Get the result of the awaitable

**8.3.2.3 OnCompleted()** `void HamerSoft.Threads.MainThreadAwaiter.OnCompleted ( Action continuation ) [inline]`

Function invoked when completed

#### Parameters

<i>continuation</i>	continuation action
---------------------	---------------------

### 8.3.3 Property Documentation

**8.3.3.1 IsCompleted** `bool HamerSoft.Threads.MainThreadAwaiter.IsCompleted [get]`

Flag if the awaitable is complete

The documentation for this class was generated from the following file:

- Runtime/MainThreadAwaiter.cs

## 8.4 HamerSoft.Threads.MainThreadSync Class Reference

Object that facilitates synchronization to the main-thread

### Public Member Functions

- [MainThreadAwaiter](#) [GetAwaiter](#) ()  
*Get the awaiter*

#### 8.4.1 Detailed Description

Object that facilitates synchronization to the main-thread

#### 8.4.2 Member Function Documentation

##### 8.4.2.1 [GetAwaiter\(\)](#) [MainThreadAwaiter](#) HamerSoft.Threads.MainThreadSync.GetAwaiter ( ) [inline]

Get the awaiter

#### Returns

Main-thread Awaiter

The documentation for this class was generated from the following file:

- Runtime/MainThreadSync.cs



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