

engine::waitForTaskFinish

```
graph LR; A[engine::waitForTaskFinish] --> B[IDuctteipTask::getHandle]; A --> C[IDuctteipTask::getName]; A --> D[IDuctteipTask::getState]; A --> E[IDuctteipTask::getTaskFinishMutex]; C --> F[to_string];
```

IDuctteipTask::getHandle

IDuctteipTask::getName

to_string

IDuctteipTask::getState

IDuctteipTask::getTaskFinishMutex