



Actors: Problems

- Thread/Lifetime safety issues with function arguments

• arent the arguments are send?

• Reflect on the embodied type and ensure it's seen?

• Forward arguments like we did for a few threads?



```
exec::task<void> set_first_name (std::string_view new_first)
{
    static_assert<is_send_v<decltype (new_first)>>>;
    co_return co_await stdexec::then (stdexec::schedule (get_scheduler()),
                                      [this, =]
                                      { return person.set_first_name (new_first); });
}
```










Actors: Problems

- Thread/Lifetime safety issues with function arguments
 - **assert** the arguments are **send**?
 - Reflect on the lambda type to ensure it's **send**?
 - Forward arguments like we did for **safe_thread**?

```
exec::task<void> set_first_name (std::string_view new_first)
{
    static_assert<is_send_v<(decltype (new_first))>>;
    co_return co_await stdexec::then (stdexec::schedule (get_scheduler()),
                                     [this, =]
                                     { return person.set_first_name (new_first); });
}
```



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