
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [mirek](#) on Fri, 05 Feb 2010 09:43:54 GMT
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kohait00 wrote on Thu, 04 February 2010 06:37hi mirek,

i didn't quite get the point.. why should Start not return, it simply posts 10 tasks to the CoWork, which is not blocking normally..(not permanent!, besides accessing internals of CoWork protected by internal Critical Section).

CoWork destructor waits for all tasks to finish.

Besides, not all of these 10 tasks are started in the process. CoWork is loop paralelizer, it starts only as much tasks (globally!) as there is cores in CPU (well, in fact, it starts 2 more to cover 'wait for I/O' issues, but that it is).

Mirek
