
Subject: Re: CoWork and shared memory
Posted by [peek](#) on Sat, 25 Feb 2012 19:05:18 GMT
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Hello Mirek

So this way have Cowork processes to end fast because they work in any way in the same thread that main program?

I mean, to do:

```
App::~~App() {  
    finish = true;  
    ...
```

```
// and in Cowork function
```

```
if (finish)  
    return;
```

is useless as destructor is not accessible until Cowork variable is destructed and that is done when all Cowork calls have ended.

A question: If the Cowork jobs lasts time a solution could be to run Cowork in a separate thread?

Peek
