
Subject: bug in CoWork since C++11

Posted by [crydev](#) on Fri, 13 May 2016 04:53:49 GMT

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Hello,

I just installed the nightly build 9818 and recompiled my application. Some changes have been made to the CoWork class and to the Atomic object. However, CoWork doesn't work properly anymore for me. I have a situation with CPU_Cores() worker threads, which increment an Atomic value and which are started by a CoWork object. This used to work great. However, the CoWork now seems to stop executing these workers even though 'todo' is greater than 0. Is there a bug?

Thanks a lot!

[crydev](#)
