Subject: Re: bug in CoWork since C++11
Posted by crydev on Mon, 11 Jul 2016 17:36:46 GMT
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I did some more debugging, and I found that it goes wrong in this function, in CoWork.cpp on line
196. It will wait infinitely until jobs are done, while there are still jobs to be done.


```
void CoWork::Finish() {
 if(!pool) return;
 Pool& p = *pool;
 p.lock.Enter();
 while(todo) {
  LLOG("Finish: todo: " << todo << " (CoWork " << FormatIntHex(this) << ")");
  if(todo == 0)
   break;
  if(p.scheduled)
   Pool::DoJob();
  else {
   p.lock.Leave();
   LLOG("WaitForFinish (CoWork " << FormatIntHex(this) << ")");
   waitforfinish.Wait(); // <---- Infinite wait here!
   p.lock.Enter();
  }
 }
 p.lock.Leave();
 LLOG("CoWork " << FormatIntHex(this) << " finished");
}
```


It is a very annoying bug. :(

Thanks,

crydev