Subject: Re: bug in CoWork since C++11
Posted by crydev on Wed, 03 Aug 2016 17:45:14 GMT
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Thanks for your reply Mirek,

I can't spot anything that would deadlock in my code. I enabled LLOG (I guess) by uncommenting the define LLOG at the top of CoWork.cpp. Is that correct? At first, I got a compiler error, because the PushJob function is static. Line 150 in CoWork.cpp gives a compiler error:

LLOG("Adding job " << p.scheduled - 1 << "; todo: " << todo << " (CoWork " << FormatIntHex(this) << ")");

I went on commenting out this LLOG line and starting executing my code. The log I got was as following. I don't fully understand what the structuring of the log is, but it seems like it quits executing when #todo is still 2.

DoJobA 1, todo: 7 (CoWork 0105d194)
Finished, remaining todo 7
#4 Job finished
#4 Job acquired
Quit thread
CoWork thread #4 finished
DoJobA 1, todo: 6 (CoWork 0105d194)
Finished, remaining todo 6
#1 Job finished
#1 Job acquired
Quit thread
CoWork thread #1 finished
DoJobA 1, todo: 5 (CoWork 0105d194)
Finished, remaining todo 5
#2 Job finished
#2 Job acquired
Quit thread
CoWork thread #2 finished
DoJobA 1, todo: 4 (CoWork 0105d194)
Finished, remaining todo 4
#5 Job finished
#5 Job acquired
Quit thread
CoWork thread #5 finished
DoJobA 1, todo: 3 (CoWork 0105d194)
Finished, remaining todo 3
#6 Job finished
#6 Job acquired
Quit thread
CoWork thread #6 finished

DoJobA 1, todo: 2 (CoWork 0105d194)
Finished, remaining todo 2
#0 Job finished
#0 Job acquired
Quit thread
CoWork thread #0 finished
Quit ended

Thanks,

crydev
