
Subject: Re: bug in CoWork since C++11
Posted by [crydev](#) on Mon, 08 Aug 2016 17:30:00 GMT
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mirek wrote on Mon, 08 August 2016 09:32 Refactoring finished, please try now...

Mirek

Thanks Mirek,

I just tested with the new build (10148). The situation has improved; it does not make infinite waits anymore. However, it still does not entirely work. It just ends when there are still 'todo' in the CoWork. I went ahead and tried LLOG; I attached the log below. What could be wrong?

```
#9 Waiting ended
#9 Job acquired
Quit thread
#1 Waiting ended
CoWork thread #9 finished
#1 Job acquired
Quit thread
CoWork thread #1 finished
#7 Waiting ended
#7 Job acquired
Quit thread
CoWork thread #7 finished
DoJobA 1, todo: 7 (CoWork 0125a194)
Finished, remaining todo 7
#6 Job finished
#6 Job acquired
Quit thread
CoWork thread #6 finished
DoJobA 1, todo: 6 (CoWork 0125a194)
Finished, remaining todo 6
#2 Job finished
#2 Job acquired
Quit thread
CoWork thread #2 finished
DoJobA 1, todo: 5 (CoWork 0125a194)
Finished, remaining todo 5
#5 Job finished
#5 Job acquired
Quit thread
CoWork thread #5 finished
DoJobA 1, todo: 4 (CoWork 0125a194)
Finished, remaining todo 4
#3 Job finished
#3 Job acquired
```

Quit thread
CoWork thread #3 finished
DoJobA 1, todo: 3 (CoWork 0125a194)
Finished, remaining todo 3
#4 Job finished
#4 Job acquired
Quit thread
CoWork thread #4 finished
DoJobA 1, todo: 2 (CoWork 0125a194)
Finished, remaining todo 2
#8 Job finished
#8 Job acquired
Quit thread
CoWork thread #8 finished
DoJobA 1, todo: 1 (CoWork 0125a194)
Finished, remaining todo 1
#0 Job finished
#0 Job acquired
Quit thread
CoWork thread #0 finished
Quit ended

Thanks!

crydev
