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Subject: Re: ASyncWork/CoWork Cancel() method leads to deadlock (when used with GuiLock)

Posted by [mirek](#) on Mon, 27 Aug 2018 07:47:46 GMT

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I believe the issue is caused by the fact that "Cancel" waits for the job to actually exit.

Now AsyncTest::Stop is GUI event, so when it performs, GuiLock is locked. Cancel has to wait for CoWork to finish - that is important, because often CoWork jobs are referencing local data. Then in your worker job, you attempt to GuiLock too. Obviously, after that Sleep, it is unable to lock GuiLock and result is deadlock.

Now what to do with that, I am not sure... Perhaps we need another form of 'Cancel' (something like 'Abandon') that is not required to wait for job to finish?

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