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

Posted by [mirek](#) on Mon, 27 Aug 2018 08:00:35 GMT

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OK, fixed with GuiUnlock :

```
void AsyncTest::Stop()
{
    GuiUnlock __;
    for(auto& w : workers)
        w.Cancel();
}
```