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

Posted by [Klugier](#) on Mon, 27 Aug 2018 15:24:31 GMT

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Hello Mirek

Why not make "n" private in GuiUnlock class:

```
struct GuiUnlock {  
    int n; // There is really no need to make it publicly available.
```

```
    GuiUnlock() { n = LeaveGuiMutexAll(); }  
    ~GuiUnlock() { EnterGuiMutex(n); }  
};
```

Sincerely,
Klugier
