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Subject: Re: AsyncWork, IsFinished() may not be working properly

Posted by [JeyCi](#) on Fri, 17 Jul 2020 10:48:50 GMT

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in U++v.13068 x32 using last example code in the topic I'm getting such result

Started, worker #3

Started, worker #2

Started, worker #0

Started, worker #1

Stopped, worker #3

Stopped, worker #2

Stopped, worker #0

Stopped, worker #0

? is it some form of race condition (last 2 lines when stopping workers)... how it can be corrected?

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