

What's the point of the various ...WhenCallbackReturns functions?

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Raymond Chen

The thread pool provides a number of functions named `...WhenCallbackReturns`. What's the point of all these functions? Why can't you just do the operation yourself immediately before returning? We saw `FreeLibraryWhenCallbackReturns` last time. What's the point of the others?

Basically, the same thing as `FreeLibraryWhenCallbackReturns`. It's a way to release a resource after execution has left the function and the callback is marked as complete. In the case of a synchronization resource, that resource may be what's keeping somebody from unloading your DLL, or it might protect a race condition between the callback function and a function that tries to cancel the callback.

Raymond Chen

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