Cancelling a Windows Runtime asynchronous operation, part 7: WRL-generated asynchronous operations

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Last time, we saw that <u>if a C++/WinRT asynchronous operation is cancelled</u>, the result is an <u>hresult canceled</u>. Today, we'll look at another implementation library for asynchronous operations: The Windows Runtime Template Library (WRL).

WRL is a bit out of fashion nowadays, but back in its heyday, it was the stuff everybody used for creating Windows Runtime objects and asynchronous operations.

```
class AsyncBase< ... > : ...
    inline HRESULT CheckValidStateForResultsCall()
        Details::AsyncStatusInternal current = Details::_Undefined;
        CurrentStatus(&current);
        if (current == Details::_Error)
        {
        }
        if (resultType == SingleResult)
        {
            if (current != Details::_Completed)
                ::RoOriginateError(E_ILLEGAL_METHOD_CALL, nullptr);
                return E_ILLEGAL_METHOD_CALL;
            }
        }
    }
};
```

The CheckValidStateForResultsCall method does what is says: It validates that the operation is in a correct state for a call to GetResults(). In the case where the operation has been canceled, we fail the first test (which propagates any explicit error code), but make

it into the second part. This is a single-result operation 1 and a cancelled operation is not complete, so it returns <code>E_ILLEGAL_METHOD_CALL</code>, which propagates back into <code>C++/WinRT</code> as <code>hresult_illegal_method_call</code>.

And that solves the mystery of why some cancelled operations throw an <a hresult_illegal_method_call exception. It took us a week to get here, but we finally made it. The propagation of cancellation is a delicate dance between the the operation and the awaiter, and it's easy to stumble.

¹ Nearly all Windows Runtime asynchronous operations are single-result. There's another rarely-seen variant called the multiple-result asynchronous operation, which lets you call GetResults before the operation has completed, and it gives you the result-so-far. I am not aware of any operations that do this, but the code supports.

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