## Cancelling a Windows Runtime asynchronous operation, part 8: C++/WinRT, revised

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Some time ago, we observed that <u>C++/WinRT relies on the ABI result from the Get-</u><u>Results() method to report cancellation</u>. This is different from how task cancellation is projected in C# and C++/CX. Furthermore, it's a leaky abstraction: The awaiting code needs to know how the underlying operation is implemented in order to know what exception will be raised upon cancellation.

Fortunately, that has been fixed in <u>PR 643</u> (released as <u>version 2.0.200601.2</u>) so that C++/WinRT aligns with the other projections in how it handles cancellation: It now detects cancellation by checking the status of the operation.

Conceptually, it's a one-line fix:

```
template <typename Async>
struct await_adapter
{
    ...
    auto await_resume() const
    {
        if (async.Status() == AsyncStatus::Canceled) throw hresult_canceled();
        return async.GetResults();
    }
};
```

However, this adds the virtual method call async.Status() to a hot code path. Even worse, if this is a remote operation, the virtual method call has to cross a process boundary, which is even more expensive. (If you enable <u>Async-Async</u>, then this becomes a local query, but it's still virtual.)

The fix is to cache the status reported by the **Completed** callback:

```
inline void check_status_canceled(AsyncStatus status)
{
    if (status == AsyncStatus::Canceled) throw hresult_canceled();
}
template <typename Async>
struct await_adapter
{
    AsyncStatus status = AsyncStatus::Started;
    . . .
    void await_suspend(std::experimental::coroutine_handle<> handle)
    {
        async.Completed([this, handler = disconnect_aware_handler{ handle }]
                        (auto&&, auto&& operation_status)
        {
            status = operation_status;
            handler();
        });
    }
    auto await_resume() const
    {
        check_status_canceled(status);
        return async.GetResults();
    }
};
```

The code to convert a **Canceled** status into an exception was factored out, because similar fixes need to be made to other methods that react to the result of an operation.

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