

What happens to the value returned from the function passed to QueueUserWorkItem?

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The `QueueUserWorkItem` function schedules a function to be called from a thread pool thread. It's one of the so-called *legacy thread pool functions*, a group of functions introduced in Windows 2000 in the first version of the system thread pool. It has since been superseded by the new thread pool functions like `CreateThreadpoolWork`, but the old functions continue to work, for compatibility. (They are implemented as wrappers around the new thread pool functions.)

Curiously, the `QueueUserWorkItem` function takes a `LPTHREAD_START_ROUTINE` function pointer as the function to run on a thread pool thread. This is curious because the `LPTHREAD_START_ROUTINE` function returns a `DWORD`. What does the system do with the `DWORD` returned by a work item?

Nothing.

The return value is simply discarded.

It doesn't matter what you return, as long as you return *something*. (And do make sure you return *something*. Don't just fall off the end of the function and return uninitialized garbage, because that uninitialized garbage could be deadly.)

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