DeleteCriticalSection function

Releases all resources used by an unowned critical section object.

Syntax

C++

```
void WINAPI DeleteCriticalSection(
  _Inout_ LPCRITICAL_SECTION lpCriticalSection
);
```

Parameters

lpCriticalSection [in, out]
A pointer to the critical section object. The object must have been previously initialized with the **InitializeCriticalSection** function.

Return value

This function does not return a value.

Remarks

Deleting a critical section object releases all system resources used by the object.

After a critical section object has been deleted, do not reference the object in any function that operates on critical sections (such as **EnterCriticalSection**, **TryEnterCriticalSection**, and **LeaveCriticalSection**) other than **InitializeCriticalSection** and **InitializeCriticalSectionAndSpinCount**. If you attempt to do so, memory corruption and other unexpected errors can occur.

If a critical section is deleted while it is still owned, the state of the threads waiting for ownership of the deleted critical section is undefined.

Windows Phone 8: This API is supported.

Windows Phone 8.1: This API is supported.

Examples

For an example that uses **DeleteCriticalSection**, see Using Critical Section Objects.

Requirements

Minimum supported client	Windows XP [desktop apps | Windows Store apps]
Minimum supported server	Windows Server 2003 [desktop apps | Windows Store apps]
Header	WinBase.h on Windows XP, Windows Server 2003, Windows Vista, Windows 7, Windows Server 2008, and Windows Server 2008 R2 (include Windows.h); Synchapi.h on Windows 8 and Windows Server 2012
Library	Kernel32.lib

DLL	Kernel32.dll

See also

Critical Section Objects
EnterCriticalSection
InitializeCriticalSection
LeaveCriticalSection
Synchronization Functions
TryEnterCriticalSection

Community Additions