
Subject: Thread::GetCurrentThreadId() and Thread::GetCurrentThreadHandle()
new methods

Posted by [tojocky](#) on Fri, 07 Jan 2011 15:38:50 GMT

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Hello All,

I propose to add new static methods to Thread class:

```
class Thread : NoCopy {
public:
#ifdef PLATFORM_WIN32
    typedef HANDLE HandleType;
    typedef dword IdType;
#elif defined(PLATFORM_POSIX)
    typedef pthread_t HandleType;
    typedef pthread_t IdType;
#else
    #error Thread is not support for this platform
#endif
private:
    HandleType    handle;
....
public:
    static IdType GetCurrentThreadId();
    static HandleType GetCurrentThreadHandle();
...
}
```

and cpp source c ode:

```
Thread::IdType Thread::GetCurrentThreadId(){
#ifdef PLATFORM_WIN32
    return GetCurrentThreadId();
#elif defined(PLATFORM_POSIX)
    return pthread_self();
#else
    #error Thread is not support for this platform
#endif
}
```

```
Thread::HandleType Thread::GetCurrentThreadHandle(){
#ifdef PLATFORM_WIN32
    return GetCurrentThread();
#elif defined(PLATFORM_POSIX)
    return pthread_self();
#else
    #error Thread is not support for this platform
#endif
}
```

```
#error Thread is not support for this platform
#endif
}
```

This method help me to identify the current thread id.

ADD: new method: Thread::GetCurrentThreadHandle

Best regards,
Ion
