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

Posted by [mirek](#) on Sat, 08 Jan 2011 12:07:26 GMT

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Ok, added this:

```
class Thread : NoCopy {
#ifdef PLATFORM_WIN32
    HANDLE    handle;
#endif
#ifdef PLATFORM_POSIX
    pthread_t handle;
#endif

public:
    bool      Run(Callback cb);

    void      Detach();
    int       Wait();

    bool      IsOpen() const    { return handle; }

#ifdef PLATFORM_WIN32
    typedef HANDLE Handle;
#endif
#ifdef PLATFORM_POSIX
    typedef pthread_t Handle;
#endif

    Handle     GetHandle() const { return handle; }

    void       Priority(int percent); // 0 = lowest, 100 = normal

    static void Start(Callback cb);

    static void Sleep(int ms);

    static bool IsST();
    static bool IsMain();
    static int  GetCount();
    static void ShutdownThreads();
    static bool IsShutdownThreads();

#ifdef PLATFORM_WIN32
    static Handle GetCurrentHandle() { return GetCurrentThread(); }
#endif
}
```

```
#endif
#ifdef PLATFORM_POSIX
    static Handle GetCurrentHandle() { return pthread_self(); }
#endif
```

```
Thread();
~Thread();
```

```
private:
    void operator=(const Thread&);
    Thread(const Thread&);
};
```

ThreadId does not make sense for me now (IMO: it is Win32 specific and not really related to Thread).

Note: The faster alternative to all this might be checking the pointer to TLS variable.
