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

Posted by [tojocky](#) on Thu, 13 Jan 2011 10:47:32 GMT

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mirek wrote on Wed, 12 January 2011 21:40Committed. I have made a small change in posix,
please check...

It is not OK. because, if you set thread_id only for PLATFORM_WIN32 then remove initialization
from constructor and detach for POSIX initialization of thread_id = 0;.

```
Thread::Thread()
{
    sMutexLock();
#ifdef PLATFORM_WIN32
    handle = 0;
    thread_id = 0;
#endif
#ifdef PLATFORM_POSIX
    handle = 0;
==>remove this thread_id = 0;
#endif
}

void Thread::Detach()
{
#ifdef PLATFORM_WIN32
    if(handle) {
        CloseHandle(handle);
        handle = 0;
        thread_id = 0;
    }
#elif defined(PLATFORM_POSIX)
    if(handle) {
        CHECK(!pthread_detach(handle));
        handle = 0;
==>remove this thread_id = 0;
    }
#endif
}
```

In rest is OK!
