
Subject: Re: Different native pthread.h implementations

Posted by [tojocky](#) on Sun, 23 Jan 2011 14:16:09 GMT

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Mirek,

The main reason of created Thread::GetCurrentId() is to add in Index<Thread::Id>.

I think that for FreeBSD need to change the method Thread::GetCurrentId().

What is your opinion?

Thank you in advance!

Ion.

mirek wrote on Sat, 22 January 2011 14:24OK, I guess we need temporary solution quite fast, so please check if this works for you:

```
static String& SockErrorText()
{
    static StaticCriticalSection csect;
    CriticalSection::Lock lock(csect);
    static Index<uintptr_t> thread_index;
    static Array<String> thread_errors;
    static Vector<int> error_ticks;
    int t = msecs();
    if(thread_index.GetCount() >= 1000) {
        for(int i = thread_index.GetCount(); --i >= 0;)
            if(t - error_ticks[i] >= 60000) {
                thread_index.Remove(i);
                thread_errors.Remove(i);
                error_ticks.Remove(i);
            }
    }
}

#ifdef PLATFORM_WIN32
    uintptr_t tid = GetCurrentThreadId();
#else
    #ifdef _MULTITHREADED
        uintptr_t tid = (uintptr_t)Thread::GetCurrentId();
    #else
        uintptr_t tid = 0;
    #endif
#endif
int f = thread_index.Find(tid);
if(f < 0) {
    f = thread_index.GetCount();
    thread_index.Add(tid);
```

```
thread_errors.Add();  
error_ticks.Add();  
}  
error_ticks[f] = t;  
return thread_errors[f];  
}
```

Mirek
