
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
