
Subject: Re: Thread::GetId() returning 0
Posted by [mdelfede](#) on Wed, 08 Aug 2018 12:29:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Partial reply to myself... I used Start instead of Run, and the thread was detached from variable. But now, I'm using Thread::GetCurrentId() which should return the Id of calling thread, but returns instead a very big number which has probably nothing to do with it.

How can I check if I'm inside a required thread ? (same as IsMainThread, but something like myThread.Inside())

Ciao

Max
