
Subject: thread bug....and fix

Posted by [aftershock](#) on Tue, 30 Jul 2019 12:53:55 GMT

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Hi,
Bug report.
It seems that
handle can be 0 at unexpected places,
So I added additional checks for that to fix.
See added lines.
Wait function got stuck at WaitForSingleObject when handle was 0.

```
int Thread::Wait()
{
    if(!IsOpen())
        return -1;
    int out;
#ifdef PLATFORM_WIN32
    dword exit;
    if(!GetExitCodeThread(handle, &exit))
        return -1;
    if(exit != STILL_ACTIVE)
        out = (int)exit;
    else
    {
        if (!IsOpen()) // ADDED THIS LINE
            return Null;
        if(WaitForSingleObject(handle, INFINITE) != WAIT_OBJECT_0)
            return Null;
        if (!IsOpen()) // ADDED THIS LINE
            return Null;
        out = GetExitCodeThread(handle, &exit) ? int(exit) : int(Null);
    }
    Detach();
#endif
#ifdef PLATFORM_POSIX
    void *thread_return;
    if(pthread_join(handle, &thread_return))
        out = Null;
    else
        out = (int)(intptr_t)thread_return;
    handle = 0;
#endif
    return out;
}
```
