
Subject: Re: thread bug....and fix
Posted by [mirek](#) on Fri, 02 Aug 2019 09:34:07 GMT
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aftershock wrote on Wed, 31 July 2019 12:57It is where I added the lines.
GetExitCodeThread(handle....
handle was 0 in the debugger.
Application Verifier... detected those things.

I mean, what is your code?

Somehow I fail to grasp how calling Wait with NULL handle could have happened.

To be more specific, as long as there is no catastrophic failure of client code, handle can get 0 in 3 ways:

- thread creation fails. Why do you call Wait in that case?
- Detach is called. Why do you call Wait in that case?
- no attempt to start thread (default constructor). Why do you call Wait in that case?

So I am really curious what has happened here. In other words, if above patch is really fixing something, then this requires much more careful investigation because it would mean many things are not what they should be.....

(Ideally, testcase package demonstrating the problem would be welcome).

Mirek
