
Subject: Thread::GetId() returning 0
Posted by [mdelfede](#) on Wed, 08 Aug 2018 11:11:12 GMT
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Hi,

in a MT app I try to use the Thread::GetId() function to check if I'm inside a particular thread, but I always get 0 as result.

Am I missing something ? The thread is started correctly and also running.

Ciao

Massimo

Subject: Re: Thread::GetId() returning 0
Posted by [mdelfede](#) on Wed, 08 Aug 2018 12:29:31 GMT
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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

Subject: Re: Thread::GetId() returning 0
Posted by [mirek](#) on Fri, 10 Aug 2018 18:52:15 GMT
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mdelfede wrote on Wed, 08 August 2018 14:29 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.

OS? Anyway the implementation is really straightforward, so I do not think there should be a bug there...

Quote:

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

myThread.Inside())

What about storing the thread id into thread_local variable at the start of the thread and then test if your GetCurrentId is the same?

Mirek

Subject: Re: Thread::GetId() returning 0
Posted by [mdelfede](#) on Fri, 10 Aug 2018 23:17:00 GMT
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Thank you, already solved... OS is Linux, but I guess it was my mistake, using = on IDs instead of pthread_equal.

Ciao

Massimo

Subject: Re: Thread::GetId() returning 0
Posted by [mirek](#) on Mon, 20 Aug 2018 06:51:02 GMT
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mdelfede wrote on Sat, 11 August 2018 01:17 Thank you, already solved... OS is Linux, but I guess it was my mistake, using = on IDs instead of pthread_equal.

Ciao

Massimo

Well, AFAIK pthread_equal should actually only make portable the code for unlikely case when pthread_t is structure. Are you sure it is the issue?

I am asking because this is really weird.... I expect == to work.

Mirek
