

Subject: : AmigaOS4

Topic: : MineCraft (MineTest) work in progress help need it

Re: MineCraft (MineTest) work in progress help need it

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URL:

@kas1e

```
try {  
    m_thread_obj = new std::thread(threadProc, this);  
    // try logging here  
} catch (const std::system_error &e) {  
    // try logging here  
    return false;  
}
```

The exception was caught here so I think the problem is somewhere else (an uncaught exception: try-catch missing). If you put a log after thread creation, will it appear or not?

Device or Resource busy: would this refer to errno EBUSY somewhere?