
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:

@Capehill

Making standalone example a bit harder than i expect, so firstly going your way, doing just that:

```
try {  
    m_thread_obj = new std::thread(threadProc, this);  
    printf("log 1n");  
} catch (const std::system_error &e) {  
    printf("log 2n");  
    return false;  
}
```

And I have in return when this newlib. library error comes up only "log 1" printf, never see "log 2" one. I.e.

Quote:

```
=====Testing module TestThreading  
log 1  
terminate called after throwing an instance of 'std::system_error'  
what(): Device or resource busy
```

+ error from newlib.library saying that "exit() of process 341 called from wrong process 343, using IExec->RemTask(NULL). PProcess: "New PProcess".

Quote:

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

Dunno, but i just search on that word, and that what find in their semaphore.cpp:

```
Semaphore::~Semaphore()
{
#ifdef _WIN32
    CloseHandle(semaphore);
#else
    int ret = sem_destroy(&semaphore);
#ifdef __ANDROID__
    // Workaround for broken bionic semaphore implementation!
    assert(!ret || errno == EBUSY);
#else
    assert(!ret);
#endif
    UNUSED(ret);
#endif
}
```

Maybe something about our sem_destroy() which just "return 0;" ?