

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

Quote:

std::thread::join (for example) can also throw std::system_error, and join is called without try-catch block:

[https://github.com/minetest/minetest/b ... threading/thread.cpp#L151](https://github.com/minetest/minetest/blob/master/src/threading/thread.cpp#L151)

You could try to surround the "join" call with before/after logs, or just add the try-catch.

Added printf's around "join" in Thread::wait as you say, and there is output:

Quote:

```
=====Testing module TestThreading
log 1
terminate called after throwing an instance of 'std::system_error'
what(): Device or resource busy
before join
<newlib.library error about exit() from wrong process using IEXEC->RemTask(NULL)>
```

And I never see "after join" printf, output just stops

So .. in the end, it join() fail?

Quote:

EDIT: EBUSY might trigger from the GCC thread patch. In try_lock, is there also an increment missing on successful attempt:

You mean `mx->u.i.acquired++`; ? Can't say (suck at such low-level things), but have an idea how to test? I can easily re-build my GCC with any change.