

Subject: : AmigaOS4

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

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

Author: : kas1e

Date: : 2021/1/5 18:54:48

URL:

@Capehill

Quote:

- 1) add try-catch around "join" call. It should help with program termination.
- 2) change the GCC thread patch, add "mx->u.i.acquired++" before return 0.
- 3) add serial logging to GCC thread patch in EBUSY branches.

Trying this now, will first try native-threading-patch fix with "mx->u.i.acquired++" before return 0.

ps. can show an example with that "add try-catch around "join" call.", never used this (and mostly never use c++ for real:)

Quote:

For testing, what happens when you run the example on this page:

<https://en.cppreference.com/w/cpp/thread/mutex>

That one works correctly, throw at me in the shell:

Quote:

<http://bar> => fake content

<http://foo> => fake content