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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

You could put more debug prints near code where finished flag is set, like:

```
+static int __gthread_entry(STRPTR args UNUSED, int32 length UNUSED, APTR execbase UNUSED)
+{
+ struct Task *task;
+ threentry_t *thr;
+ int i;
+
+ /* Initialize libs */
+ __gthread_once (&libs_once, init_libs);
+
+ task = iexec->FindTask (NULL);
+ thr = (threentry_t *)((struct Process*)task)->pr_Task.tc_UserData;
+
debug
+
+ /* Wait for the parent task to enqueue the process in the global list */
+ while (!(iexec->Wait (SIGBREAKF_CTRL_F) & SIGBREAKF_CTRL_F));
+
debug
+
+ thr->result = thr->entry(thr->args);
+
debug
+
+ /* Invoke destructors of all non-NULL thread specifics */
+ iexec->ObtainSemaphore (&keystore->sem);
+ for (i = 0; i < keystore->num_key_entries; i++)
+ {
+ void (*destroy)(void *);
+ keyentry_t *key;
```

```
+ if (!(destroy = keystore->keys[i].destroy))
+   continue;
+
+ if (!(key = find_keyentry (i, task)))
+   continue;
+
+ if (key->data)
+   destroy ((void *)key->data);
+ }
+ iexec->ReleaseSemaphore (&keystore->sem);
+
```

debug

```
+ __gthread_close_timer (thr);
+
```

+

debug

```
+ thr->finished = 1;
```

debug

```
+ return 0;
```

```
+}
```

PS. Thanks for the donation!