



And "kill" in the thread.cpp looks like this :

<https://github.com/minetest/minetest/blob/master/src/threading/thread.cpp#L139>

Maybe it just "kill" function need to be fixed for os4 as well? They probably remove it lately from the test units because tested it well, but while the "kill" functionality of the threading still in their sources even today, and that didn't work for us, it can cause some problems with the game for sure.

On our side is pthread\_cancel(getThreadHandle()); called, but i also tried pure "wait()" - same result. UASSERT(thread->kill() == true); never passes. And we come to that never endina "Waiting for thread" loop.

Maybe just getThreadHandle() fail ?

I also find out native\_handle() example:

[https://en.cppreference.com/w/cpp/thread/thread/native\\_handle](https://en.cppreference.com/w/cpp/thread/thread/native_handle)

When compiling that one on Cygwin/window, got in output that:

Quote:

```
$ ./test
Thread 1 is executing at priority 20
Thread 2 is executing at priority 16
```

When compiling it for amigaos4, have that:

Quote:

```
$ ./test
Failed to setschedparam:
Thread 1 is executing at priority 0
Thread 2 is executing at priority 0
```

Maybe the reason why "kill" fail?