

## Nirva Application Platform - Bug #47

### thread identifier sometime cast to integer while it can be 64 bits long on unix

03/21/2012 04:38 PM - Pierre Marc

<b>Status:</b>	Closed	<b>Start date:</b>	03/21/2012
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Pierre Marc	<b>% Done:</b>	100%
<b>Category:</b>	Application Platform	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	4.7.001	<b>Tested:</b>	Yes
<b>Operating System:</b>	Any		
<b>Version:</b>			

#### Description

The pthread\_self() function used in Nirva returns a pthread\_t type that may be 64 bit long on some unix systems. Nirva sometime casts it to an integer. This is considered as a bug but the casting is not used very often in the code and the way to use it makes low probability to have a bug here. In any case this must be corrected.  
This bug doesn't occur on Windows where the thread ID is a DWORD (32 bits also on 64 bit machine).

#### History

##### #1 - 03/23/2012 11:15 AM - Pierre Marc

- Subject changed from *thread identifier sometimes cast to integer while it can be 64 bits long on unix* to *thread identifier sometime cast to integer while it can be 64 bits long on unix*

##### #2 - 03/23/2012 11:15 AM - Pierre Marc

- Status changed from *New* to *In Progress*

##### #3 - 04/05/2012 10:39 AM - Pierre Marc

- Status changed from *In Progress* to *Resolved*

- % Done changed from *0* to *100*

- Tested changed from *No* to *Yes*

##### #4 - 04/05/2012 10:39 AM - Pierre Marc

- Status changed from *Resolved* to *Closed*