

## Ryzom - Feature # 1227

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	NeL: General
<b>Created:</b>	01/07/2011	<b>Assignee:</b>	rti
<b>Updated:</b>	12/07/2011	<b>Due date:</b>	
<b>Subject:</b>	Implement static IThread* IThread::getCurrentThread for pthread based systems		
<b>Description</b>			
<p>static IThread* IThread::getCurrentThread() is only implemented for the windows api (using thread local storage). Same should be implemented for pthreads.</p> <p>see misc/thread.h, misc/p_thread.cpp, misc/win_thread.cpp, ...</p>			

### History

#### #1 - 01/08/2011 01:15 am - rti

- Assignee set to rti

#### #2 - 01/08/2011 01:28 am - rti

- Status changed from New to Resolved

- Target version set to Version 0.8.0

- % Done changed from 0 to 100

#### #3 - 01/08/2011 06:48 pm - rti

- Target version changed from Version 0.8.0 to Version 0.9.0

#### #4 - 12/07/2011 02:51 pm - sfb

- Status changed from Resolved to Closed