

CrystaX NDK - Bug #980

pthread_create() cause crash if destroyed pthread_attr_t passed

06/21/2015 11:30 PM - Dmitry Moskalchuk

Status:	Open	Start date:	06/21/2015
Priority:	Normal	Due date:	
Assignee:	Dmitry Moskalchuk	% Done:	0%
Category:	libcrystax	Estimated time:	0.00 hour
Target version:	11.0.0	Android version:	
CPU Architecture:		CrystaX Version:	10.3.1
Host OS:			
Toolchain:			

Description

```
pthread_attr_t attr;  
pthread_attr_init(&attr);  
pthread_attr_destroy(&attr);  
pthread_create(&tid, &attr, func, NULL); /* <= This line cause crash */
```

This is wrong behavior; pthread_create() should return EINVAL rather than crash.

History

#1 - 06/21/2015 11:32 PM - Dmitry Moskalchuk

When fixed, don't forget to fix @\$OPENPTS/conformance/interfaces/pthread_attr_destroy/1-1.c@

#2 - 10/13/2015 04:52 PM - Dmitry Moskalchuk

- Target version changed from 10.3.0 to 11.0.0

#3 - 04/23/2016 07:59 PM - Dmitry Moskalchuk

- Description updated

- CrystaX Version set to 10.3.1

#4 - 05/04/2016 07:28 PM - Dmitry Moskalchuk

- Priority changed from High to Normal