

Backport200 - Backport #8360

backport r39939 (fix SEGV when Thread#join timeout argument == Float::INFINITY)

05/02/2013 11:39 PM - nagachika (Tomoyuki Chikanaga)

Status:	Closed	
Priority:	Normal	
Assignee:	nagachika (Tomoyuki Chikanaga)	
Description		
r39939 Thread#join Float::INFINITY SEGV		

Associated revisions

Revision 453bb57d - 05/02/2013 02:40 PM - nagachika (Tomoyuki Chikanaga)

merge revision(s) 39939: [Backport #8360]

```
* thread.c (double2timeval): convert the infinity to TIME_MAX to avoid
  SEGV by Thread.new {}.join(Float::INFINITY) on
  Debian GNU/Linux (amd64).
```

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/branches/ruby_2_0_0@40562 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

Revision 40562 - 05/02/2013 02:40 PM - nagachika (Tomoyuki Chikanaga)

merge revision(s) 39939: [Backport #8360]

```
* thread.c (double2timeval): convert the infinity to TIME_MAX to avoid
  SEGV by Thread.new {}.join(Float::INFINITY) on
  Debian GNU/Linux (amd64).
```

History

#1 - 05/02/2013 11:40 PM - nagachika (Tomoyuki Chikanaga)

- Status changed from Assigned to Closed

- % Done changed from 0 to 100

This issue was solved with changeset [r40562](#).
Tomoyuki, thank you for reporting this issue.
Your contribution to Ruby is greatly appreciated.
May Ruby be with you.

merge revision(s) 39939: [Backport [#8360](#)]

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