

**NAME**

**thr\_self** - return thread identifier for the calling thread

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <sys/thr.h>
```

*int*

```
thr_self(long *id);
```

**DESCRIPTION**

The **thr\_self()** system call stores the system-wide thread identifier for the current kernel-scheduled thread in the variable pointed by the argument *id*.

The thread identifier is an integer in the range from `PID_MAX + 2` (100001) to `INT_MAX`. The thread identifier is guaranteed to be unique at any given time, for each running thread in the system. After the thread exits, the identifier may be reused.

**RETURN VALUES**

If successful, **thr\_self()** will return zero, otherwise -1 is returned, and *errno* is set to indicate the error.

**ERRORS**

The **thr\_self()** operation may return the following errors:

[EFAULT]           The memory pointed to by the *id* argument is not valid.

**SEE ALSO**

\_umtx\_op(2), thr\_exit(2), thr\_kill(2), thr\_kill2(2), thr\_new(2), thr\_set\_name(2),  
pthread\_getthreadid\_np(3), pthread\_self(3)

**STANDARDS**

The **thr\_self()** system call is non-standard and is used by 1:1 Threading Library (libthr, -lthr) to implement IEEE Std 1003.1-2001 ("POSIX.1") pthread(3) functionality.

**HISTORY**

The **thr\_self()** system call first appeared in FreeBSD 5.2.