

Ruby - Bug #289

sleep and Thread#run

07/18/2008 11:40 AM - Anonymous

Status:Closed Priority:Normal Assignee: Target version: ruby -v:	Backport:
Description <pre>=begin 1.9 sleep Thread#run end % ./ruby -ve ' t = Thread.new { t1 = Time.now sleep 5 t2 = Time.now p t2 - t1 } sleep 1 t.run t.join ' ruby 1.9.0 (2008-07-16 revision 18083) [i686-linux] 5.139447392 sleep Thread#run rdoc • Suspends the current thread for <i>duration</i> seconds (which may be any number, • including a +Float+ with fractional seconds). Returns the actual number of • seconds slept (rounded), which may be less than that asked for if another • thread calls Thread#run. Zero arguments causes +sleep+ to sleep • forever.</pre> <pre>1.8 % ruby-1.8 -ve ' t = Thread.new { t1 = Time.now sleep 5 t2 = Time.now p t2 - t1 } sleep 1 t.run t.join ' ruby 1.8.7 (2008-07-10 revision 17572) [i686-linux] 1.002687 [Tanaka Akira] =end</pre>	

#1 - 07/18/2008 11:41 AM - matz (Yukihiro Matsumoto)

[\[ruby-dev:35542\]](#) redmine

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--- Bug
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=end

#6 - 07/30/2008 03:29 PM - nobu (Nobuyoshi Nakada)

=begin

At Thu, 17 Jul 2008 00:28:55 +0900,
Yukihiro Matsumoto wrote in [\[ruby-dev:35549\]](#):

1.8 Thread
rdoc

[\[ruby-core:17270\]](#)

[\[ruby-dev:35542\]](#) redmine

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=end