

Hello.

There is following error on FreeBSD for multithreading source code, after 3041, 3044 revisions:

Web/socket.cpp: In function 'Upp::String& Upp::SockErrorText()':
Web/socket.cpp:815: error: cast from 'pthread*' to 'int' loses precision

Native implementations of pthread.h are different on BSD operating systems:
DragonFlyBSD:

```
/*  
 * Run-time invariant values:  
 */  
#define PTHREAD_DESTRUCTOR_ITERATIONS 4  
#define PTHREAD_KEYS_MAX 256  
#define PTHREAD_STACK_MIN 1024  
#define PTHREAD_THREADS_MAX ULONG_MAX  
#define PTHREAD_BARRIER_SERIAL_THREAD -1
```

FreeBSD:

```
/*  
 * Run-time invariant values:  
 */  
#define PTHREAD_DESTRUCTOR_ITERATIONS 4  
#define PTHREAD_KEYS_MAX 256  
#define PTHREAD_STACK_MIN __MINSIGSTKSZ  
#define PTHREAD_THREADS_MAX __ULONG_MAX  
#define PTHREAD_BARRIER_SERIAL_THREAD -1
```

OpenBSD:

```
/*  
 * Run-time invariant values:  
 */  
#define PTHREAD_DESTRUCTOR_ITERATIONS 4  
#define PTHREAD_KEYS_MAX 256  
#define PTHREAD_STACK_MIN 2048  
#define PTHREAD_THREADS_MAX ULONG_MAX
```

Not sure about NetBSD.

I solved it with following source code changes:

```
diff -ruN uppsrc/Web/socket.cpp uppsrc-fixed/Web/socket.cpp
--- uppsrc/Web/socket.cpp 2011-01-21 09:20:01.000000000 +0600
+++ uppsrc-fixed/Web/socket.cpp 2011-01-21 09:23:27.000000000 +0600
@@ -812,7 +812,11 @@
     int tid = GetCurrentThreadId();
 #else
 #ifdef _MULTITHREADED
-    int tid = (int)Thread::GetCurrentId();
+    #ifdef PLATFORM_BSD
+        unsigned long tid = (unsigned long)Thread::GetCurrentId();
+    #else
+        int tid = (int)Thread::GetCurrentId();
+    #endif
 #else
     int tid = 0;
 #endif
```

May be it possible to use "unsigned long" for all implementations.
