

doc_thread.cpp

```
)
{
    int nStatus;
    static const char *sMsg =
        "ThreadStatusError!!%tStatus[%d]~";
    nStatus = 0;
    if( this->pObj->isRunning() == false )
    {
        return RT_S_SUCCESS;
    }
    nStatus = this->pObj->CheckStatus();
    if( ERR_CHECK( nStatus ))
    {
        this->StopThread( THREAD_STOP_NOMAL );
        if( nStatus == RT_E_THREAD_FREEZE )
        {
            this->StopThread( THREAD_STOP_NOMAL );
            this->pObj->ClearFlag();
        }
    }
    return nStatus;
}
```