
Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by [kohait00](#) on Tue, 22 Jun 2010 09:45:03 GMT

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for all those who are having app CRASHES when exiting the application, while a timer is running (triggering the refreshes on Ctrl's that dont exist anymore because of deletion). here an example solution with an Atomic variable, a bool flag and wait for an atomic state. any hints / advices / corrections welcome. so far it works for me.

sorry its just copy and paste from my application, with only some changes/deletes, but i hope the idea will be clear enough.

```
class ASPDevice
{
...
    ~ASPDevice() { DemoMode(false); } //will wait for timer to exit clean
    Atomic demo; //0=disabled, 1=running demo mode, 2=a timer cb is executing
    bool isdemo;
    IsDemoMode() const { return isdemo; }
...
}

void ASPDevice::DemoMode(bool b)
{
    bool _b = isdemo;
    isdemo = b;
    if(!_b && isdemo) //start only one time, maybe here is a problem still, because not atomic
    {
        ASSERT(AtomicInc(demo)==1);
        SetTimeCallback(0, THISBACK(GenDemoData), 2);
    }
    else if(_b && !isdemo)
    {
        KillTimeCallback(2); //very important, timer might be not executin currently
        AtomicDec(demo);
        while(AtomicRead(demo) > 0) Sleep(1);
        ASSERT(AtomicRead(demo)==0);
    }
}

void ASPDevice::GenDemoData()
{
    ASSERT(AtomicInc(demo)==2);

...
//do your refresh stuff here, dont forget an AtomicDec(demo) on error exits
...
}
```

```
int a = AtomicDec(demo);
if(a<=0) return; //if has been disabled, dont restart
ASSERT(a>=0);
ASSERT(IsDemoMode());
SetTimeCallback(200, THISBACK(GenDemoData), 2); //inkl a jitter
}
```
