
Subject: Re: Write an app to start and kill another app periodically

Posted by [jpderyck](#) on Wed, 08 Sep 2010 14:26:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dear Honza

thanks for help,

the application that I need to monitor with a kind of watchdog communicates with a data acquisition module (LabJack U3) via usb port. It takes measures every 10 seconds and put results in a MySQL table. After running for a time between 1 month and 3 months, the application enter in hung state (the main window becomes blank) and the only thing to do is restart the program.

I do not know if the problem is in the usb reading part of the program or in the MySQL part.

In the 'main' I use two timers:

```
SetTimeCallback(-10000, callback(this, &MyApp::Timer1));  
SetTimeCallback(-300000, callback(this, &MyApp::Timer2));
```

Timer1: do measure and store it to databases

Timer2: reduce size of one table to keep 7 days of data

maybe I could change this to :

```
mytimer.KillSet(10000, THISBACK(Timer1));  
in the 'main'
```

and in the Timer1() function :

```
mytimer.Kill();  
do the measures and others and at the end :  
mytimer.KillSet(10000, THISBACK(Timer1));
```

but normally the code between stop and restart timer should not last more than 1 second and so I should never have re-entry problem but...

if you have any suggestion

best regards

Jean-Paul