
Subject: Re: Time callbacks when ticks overlap
Posted by [mirek](#) on Fri, 23 Jul 2010 09:11:56 GMT
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Zbych wrote on Fri, 23 July 2010 05:03Hi,

I have a problem with time callbacks. They use GetTickCount which overlaps every ~50 days and do all calculations on 32-bit variables. Unfortunately Ctrl::TimerProc doesn't work correctly when (GetTickCount + delay) overlaps.

For example when GetTickCount returns 0xFFFF0000 and I want to set time callback to 2 minutes (0x1D4C0 ms), TimeEvent.time is set to 0x0000D4C0 and Ctrl::TimerProc executes callback every time (because this statement "list->GetNext()->time < time" is true).

This situation is more likely to happen on posix, because GetTickCount returns ticks since the Epoch, not system power on.

My proposition is to change time comparison:

old:

```
while(list->GetNext() != list && list->GetNext()->time < time) {
```

new:

```
while(list->GetNext() != list && ((int)(time - list->GetNext()->time)) > 0) {
```

Casting to a signed number is a must.

and to remove this (I think it is unnecessary):

```
if(e->time > 0x80000000)
    e->time = 0;
```

Thank you. You are right, the code was flawed, yours is correct.

Just to be sure:

```
void Ctrl::TimerProc(dword time)
{
    if(IsPanicMode())
        return;
    sTimerLock.Enter();
    TimeEvent *list = tevents();
    sTClick = time;
    sTimerLock.Leave();
    Ctrl::CheckMouseCtrl();
    Ctrl::SyncCaret();
}
```

```
sTimerLock.Enter();
while(list->GetNext() != list && ((int)(time - list->GetNext()->time)) > 0) {
    TimeEvent *e = list->GetNext();
    e->Unlink();
    if(e->delay < 0)
        sTimeCallback(time - e->delay, e->delay, e->cb, e->id);
    eventid++;
    sTimerLock.Leave();
    e->cb();
    sTimerLock.Enter();
    delete e;
}
sTimerLock.Leave();
}
```
