Subject: How to properly set a timer
Posted by koldo on Thu, 01 Mar 2018 09:19:06 GMT
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Hello all

This question is strangely derived from this post.

I wanted to ask you how to set properly a timer. Three options:

1. Inside a class derived from Ctrl
SetTimeCallback(time, THISBACK(callbackFunction));

2. In a GUI program, in a class not derived from Ctrl
¿?¿?¿?

3. In a console program
¿?¿?¿?

For the option 2, I have used historically ::SetTimeCallback(time, THISBACK(callbackFunction));
However, for unknown reasons, it may sometimes crash the program.

Subject: Re: How to properly set a timer
Posted by Oblivion on Thu, 01 Mar 2018 09:47:50 GMT
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Hello Koldo,

Have you tried TimeCallback class? AFAIK it doesn't -directly- need a Ctrl (But it calls Upp::SetTimeCallback() too. Still, It may affect the behaviour -crash- differently).

On console I haven't used it. But you can use a) a thread, or b) waitForSingleObject on Windows, and timer functions on posix. (Or you can emulate timer using sigtimedwait, creating a custom signal, or even using select call with a socket.)

Best regards,
Oblivion

Subject: Re: How to properly set a timer
Posted by mirek on Thu, 01 Mar 2018 14:12:22 GMT
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koldo wrote on Thu, 01 March 2018 10:19Hello all

This question is strangely derived from this post.

I wanted to ask you how to set properly a timer. Three options:

Generally, you have to avoid situation where callback is invoked after target instance is destroyed.

Quote:
1. Inside a class derived from Ctrl
SetTimeCallback(time, THISBACK(callbackFunction));

In client code, use TimerCallback. TimerCallback destructor removes the callback from the timer queue if necessarry.

You can use SetTimeCallback directly, but then you have to rember id and remove in destructor.

Quote:
2. In a GUI program, in a class not derived from Ctrl

Use SetTimeCallback directly, but remember to remove callback from the queue as necessary.

Quote:
3. In a console program

You cannot. It is CtrlCore feature...

Mirek

Subject: Re: How to properly set a timer
Posted by koldo on Fri, 02 Mar 2018 11:59:07 GMT
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OK. Thank you.
