
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 necessary.

You can use `SetTimeCallback` directly, but then you have to remember 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.
