Subject: extracted Timer from Ctrl
Posted by kohait00 on Thu, 14 Jan 2010 11:28:07 GMT
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hi there

i was in need of easy and quick solution for a timer queue, usable without the Ctrl stuff, that said, with Core only. so i extracted timer behaviour from Ctrl and put it in a class, which is running a Thread to work the queue, its really a quick solution, you cant set granularity for now, but this one can be extended.

it has same API as the Ctrl Timer, so one can setup callbacks.

maybe its usable for someone.
greets

Timer: the timer class itself
TimerTest: Test class for timer. really quick, "proof of concept"

File Attachments
1) TimerTest.rar, downloaded 435 times

Subject: Re: extracted Timer from Ctrl
Posted by mirek on Thu, 14 Jan 2010 16:38:58 GMT
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kohait00 wrote on Thu, 14 January 2010 06:28hi there

i was in need of easy and quick solution for a timer queue, usable without the Ctrl stuff, that said, with Core only. so i extracted timer behaviour from Ctrl and put it in a class, which is running a Thread to work the queue, its really a quick solution, you cant set granularity for now, but this one can be extended.

it has same API as the Ctrl Timer, so one can setup callbacks.

maybe its usable for someone.
greets

Timer: the timer class itself
TimerTest: Test class for timer. really quick, "proof of concept"

Maybe you might want to put it to the bazaar?

Mirek

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Thu, 14 Jan 2010 19:17:51 GMT
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hi mirek
no problem with that..i dont know how to add it there.
i will be on improving it a bit, hope it works out.

is there a general howto for people who think of contributing to upp, how they can do it, what ways they have to do so, what things to take care of, what tools to use, have not found any..

meybe need to start another thread about it, should also be part of documentation, would be definitely good.

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Fri, 15 Jan 2010 14:10:05 GMT
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here comes a version with granularity
and i have removed the ASSERT(id) checks, so one can use really a unique id now, and search exactely for it, without constraints of sizeof(Timer) (btw, what was that for mirek?
(byte*)sizeof(Ctrl)+id)

File Attachments
1) Timer.rar, downloaded 403 times

Subject: Re: extracted Timer from Ctrl
Posted by andrei_natanael on Fri, 15 Jan 2010 14:46:16 GMT
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kohait00 wrote on Thu, 14 January 2010 21:17hi mirek
no problem with that..i dont know how to add it there.
i will be on improving it a bit, hope it works out.

is there a general howto for people who think of contributing to upp, how they can do it, what ways they have to do so, what things to take care of, what tools to use, have not found any..

A little How To:
Request svn access from Mirek. He will give you write access to bazaar directory from svn repository. Any change you make to bazaar directory will be recorded in repository "history".

Tools needed for that: subversion and theIDE. TheIDE have svn integration, that means you may commit directly from theIDE or if you prefer you may commit from your favourite svn client (svn

from CLI, TortoiseSVN, KDESvn, etc.). IIRC theIDE search for svn client in PATH environment variable, there you should put your path to svn client if it's not done automatically by it's installer (in cases when you install from archive).

You should take care to not modify others packages (you may have write access to them, i don't know how rights are distributed in bazaar). When you commit always put a comment about changes.

If your commits are related to U++ core not bazaar you may create patches for your changes and upload them to forum. Mirek will review and accept or reject them.

You may read a tutorial about svn if you want to know a bit deeply how it works.

Andrei

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Wed, 03 Feb 2010 06:05:15 GMT
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thank you andrej.

this info should be placed somewhere in the docu, in things like "how to contribute" or similar. because, frankly, patches are placed in wild forms, plain text, diff, source files etc.. good for users, bad for mirek. time consuming. that should be unified a bit, with a short tutorial how to provide patches etc.. diff prefered.. so mirek can actually review things esier.

greets

Subject: Re: extracted Timer from Ctrl
Posted by koldo on Wed, 03 Feb 2010 07:13:15 GMT
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kohait00 wrote on Wed, 03 February 2010 07:05thank you andrej.

this info should be placed somewhere in the docu, in things like "how to contribute" or similar. because, frankly, patches are placed in wild forms, plain text, diff, source files etc.. good for users, bad for mirek. time consuming. that should be unified a bit, with a short tutorial how to provide patches etc.. diff prefered.. so mirek can actually review things esier.

greets
Hello Mirek

Answering kohait comments, this:
http://www.ultimatepp.org/www$uppweb$bazaar_support$en-us.ht ml is included in Bazaar, but this or something similar could be in main web pages:

Perhaps some new page linked from manual page:
http://www.ultimatepp.org/www$uppweb$documentation$en-us.htm l

If you agree and do not have time to do it I can.

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Wed, 03 Feb 2010 16:27:47 GMT
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hey this is good...
some short and simple instructions..
the only thing maybe missing is the "how to become a svn contributor/comitter"

Subject: Re: extracted Timer from Ctrl
Posted by koldo on Wed, 03 Feb 2010 20:14:32 GMT
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kohait00 wrote on Wed, 03 February 2010 17:27hey this is good...
some short and simple instructions..
the only thing maybe missing is the "how to become a svn contributor/comitter"

Hello Kohait

... in Bazaar there is this : http://www.ultimatepp.org/www$uppweb$bazaar_submission$en-us.html

As in the other post, perhaps something similar could be put in main web.

And as in the other post, if nobody can do it I can .

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Tue, 16 Feb 2010 13:12:58 GMT
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great again. this should be really part of Manual, BTW the Manual seems to be bricked..most is missing..

you could push the Timer to the bazaar, since i dont think svn for me is really needed..

here is my current workiing release..it has not had changes, as far as i remember

thanks

EDIT:

why not making the Ctrl timer general anyway? so Ctrl simply *uses* a timer, defined anywhere, but the Timer is not dependant to it...

File Attachments

1) Timer.zip, downloaded 388 times
2) TimerTest.zip, downloaded 577 times

Subject: Re: extracted Timer from Ctrl
Posted by koldo on Tue, 16 Feb 2010 21:50:15 GMT
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kohait00 wrote on Tue, 16 February 2010 14:12great again. this should be really part of Manual, BTW the Manual seems to be bricked..most is missing..

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thanks

EDIT:

why not making the Ctrl timer general anyway? so Ctrl simply *uses* a timer, defined anywhere, but the Timer is not dependant to it...
Hello kohait00

If you maintain it and give some documentation, at least as text , I will upload it to svn.

Subject: Re: extracted Timer from Ctrl
Posted by kohait00 on Wed, 17 Feb 2010 08:32:04 GMT
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i can do some maitanance.. concerning documentation, there isn't actually that much.

1) The Interface is the same as used from the Ctrl::TimerCallback in CtrlCore

2) To use it one does *not* need CtrlCore anymore, simply Core and Timer, where the application has a Timer instance.

3) should keep in mind, that it's a timer *queue* other things wont get to execution, until a current

task is finished, and the timer queue can check whether time has come for the next task.

4) because of 3), the timing is not as accurate as maybe desired and can have "timer glitches/jitter", depending on work load..

5) favorite use is to schedule some *non*-timing-critical work for "somwhere-around-in-the-future".

6) for timing critical stuff, consider using OS native timer means, for WIN32 SetTimer (in windowing environment, using WM_TIMER callback) or CreateWaitableTimer for windowing-independant stuff, or even QueryPerformanceCounter. for Linux/Unix/Posix settimer function, but for linux there is a lot anyway.

thats basicly all

Subject: Re: extracted Timer from Ctrl
Posted by koldo on Fri, 19 Feb 2010 23:44:59 GMT
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kohait00 wrote on Wed, 17 February 2010 09:32i can do some maitanance.. concerning documentation, there isn't actually that much.

1) The Interface is the same as used from the Ctrl::TimerCallback in CtrlCore

2) To use it one does *not* need CtrlCore anymore, simply Core and Timer, where the application has a Timer instance.

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thats basicly all

Hello Kohait

Now it is included in Bazaar
