Subject: PostCallback executes 2 at once?
Posted by kohait00 on Fri, 26 Feb 2010 16:47:21 GMT
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Hi Mirek,

i got to kind of a misbehaviour in my software, where i think that PostCallback is not executing in FIFO order..or at least it executes 2 in parallell. is this true?

in a 2 year old post from you
http://www.ultimatepp.org/forum/index.php?t=msg&goto=105 45&
i found

Quote:
Async / Non-blocking. It gets performed when GUI thread goes idle after processing messages (if any).

Callback queue itself is MT protected.

Also, callback gets invoked by GUI thread - it is in fact the best way how worker thread is supposed to communicate with it, means you do not need to worry too much about protecting data, there can only be a single GUI thread, means now two Callbacks from Callback (timer) queue can be processed at the same time.

is this true? could you clarify this? can it happen that a second Callback (which was also posted by PostCallback) gets executed while the first one is still in execution?

Subject: Re: PostCallback executes 2 at once?
Posted by mirek on Tue, 02 Mar 2010 18:09:32 GMT
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kohait00 wrote on Fri, 26 February 2010 11:47Hi Mirek,

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No, that is impossible.

(I think there is a typo in above text, should be 'no' instead of 'now'...)

Mirek

Subject: Re: PostCallback executes 2 at once?
Posted by mirek on Tue, 02 Mar 2010 18:11:56 GMT
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P.S.: I have just checked the queing code:

```
static void sTimeCallback(dword time, int delay, Callback cb, void *id) {
 TimeEvent *list = tevents();
 TimeEvent *e;
 for(e = list->GetNext(); e != list && time >= e->time; e = e->GetNext());
 TimeEvent *ne = e->InsertPrev();
 ne->time = time;
 ne->cb = cb;
 ne->delay = delay;
 ne->id = id;
}
```

(in CtrlCore/Timer.cpp)

and it seems ok, two callbacks scheduled for the same time (which is "now" for Posts) are entered into the queue in order...

Mirek
