Subject: TIme and Idle
Posted by Wlad on Tue, 01 Mar 2011 09:04:16 GMT
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1. How can I find the time to within one millisecond precision?
2. Is it an "OnIdle" event in U++?

Subject: Re: TIme and Idle
Posted by dolik.rce on Tue, 01 Mar 2011 09:42:19 GMT
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Hi Wlad,

Wlad wrote on Tue, 01 March 2011 10:041. How can I find the time to within one millisecond precision?
If I remember correctly, there is GetTicks() function returning the number of miliseconds, which can be used to do this. Most of the time however, such precision is only useful for measuring purposes. If that is your case, have a look at TimeStop class, which provides easy way to measure time intervals with the precision you requested.
Wlad wrote on Tue, 01 March 2011 10:042. Is it an "OnIdle" event in U++?
AFAIK there is no such thing in U++ (but I might be wrong). It might be possible to "emulate" it using callbacks... Could you describe a bit what do you need it for? In most cases it can be just done in some other way

Best regards,
Honza

Subject: Re: TIme and Idle
Posted by Wlad on Tue, 01 Mar 2011 10:15:33 GMT
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Hi, Honza,
dolik.rce wrote on Tue, 01 March 2011 11:42
Wlad wrote on Tue, 01 March 2011 10:041. How can I find the time to within one millisecond precision?
If I remember correctly, there is GetTicks() function returning the number of miliseconds, which can be used to do this. Most of the time however, such precision is only useful for measuring purposes. If that is your case, have a look at TimeStop class, which provides easy way to measure time intervals with the precision you requested.
TNX!

dolik.rce wrote on Tue, 01 March 2011 11:42Wlad wrote on Tue, 01 March 2011 10:042. Is it an "OnIdle" event in U++?AFAIK there is no such thing in U++ (but I might be wrong). It might be possible to "emulate" it using callbacks... Could you describe a bit what do you need it for? In

most cases it can be just done in some other way
I'll try to explain the roots of the problem.
They are stemmed from VERY large old application developed by an other guy.
It was developed at early 90s and DID NOT use multithreading.
You know... MANY tasks processed in loop, every new sequence of which was initiated by receiving ON_IDLE mrssage...

Subject: Re: TIme and Idle
Posted by dolik.rce on Tue, 01 Mar 2011 12:18:10 GMT
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Wlad wrote on Tue, 01 March 2011 11:15I'll try to explain the roots of the problem.
They are stemmed from VERY large old application developed by an other guy.
It was developed at early 90s and DID NOT use multithreading.
You know... MANY tasks processed in loop, every new sequence of which was initiated by receiving ON_IDLE mrssage...

OK, I understand Simple solution could probably be to use Cowork. Instead of waiting for "OnIdle", you would just post a callback to Cowork which should take care about the threading and scheduling at the same time. It maintains fixed size thread pool, so if you post more jobs than you have available threads, it will be queued and start when something else finishes, which is essentialy the same as idle state. Note that I never did something like this, so take it just as a guess You'll find out if it works only if you try it

Honza
