

Re: writing files in the Tick events when each write takes longer than the interval

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Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2008-08/msg00031.html>

- *From:* "AAaron123" <aaaron123@xxxxxxxxxxxxxxxx>
 - *Date:* Fri, 1 Aug 2008 14:52:43 -0400
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thanks

"rowe_newsgroups" <rowe_email@xxxxxxxx> wrote in message
news:50b2992a-3438-4b6e-8940-f7fe40c36ba6@xx

On Aug 1, 9:55 am, "AAaron123" <aaaron...@xxxxxxxxxxxxxxxx> wrote:

Not sure what you mean about the queue. I'd have to save the images and the queue would write them?
Is that what you mean.

In my post I should have said: it is much like saving the frames of a movie.

Thanks

"rowe_newsgroups" <rowe_em...@xxxxxxxx> wrote in message

news:c99930ac-e6dc-4f8b-8a56-efe557fa049a@xx

On Aug 1, 9:33 am, "AAaron123" <aaaron...@xxxxxxxxxxxxxxxx> wrote:

I have a timer. At each tick, say 0.1 second, I write a file.

If it takes more than 0.1 second to write the file the app will not work correctly.

How can I tell in the tick event if the previous file finished writing so I can skip writing at that time?

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I write using the Bitmap.Save method.

Maybe I could Open, Write, Close synchronously??

Any ideas?

What happens if the Click event takes more that 0.3 seconds to exit.