

Re: Thread deadlock misery

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-03/msg00442.html>

- *From:* "Alexander Grigoriev" <alegr@xxxxxxxxxxxxx>
 - *Date:* Tue, 13 Mar 2007 09:34:24 -0700
-

The real error is not in the GetTickCount() overflow. It's safe to calculate elapsed time by subtracting it. It's NOT safe to just compare it.

The real error is that dwSleepTime is NEVER negative. If the execution is behind, dwSleepTime is very big positive number, and the thread will sleep pretty much forever.

"Ben Voigt" <rbv@xxxxxxxxxxxxx> wrote in message
news:O3SSkjYZHHA.3272@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

```
InterlockedIncrement( &pParent->m_nSentFrames );
DWORD dwSleepTime = ( 1000 / pATFP->TFP.FPS ) -
( GetTickCount() - dwStartTime );
if( dwSleepTime > 0 )
Sleep( dwSleepTime );
```

What happens when GetTickCount() overflows back to zero? Also, you're accounting for the delay in your processing, but not the variation in Sleep times, so your overall transmit rate is lower than you think. Use a waitable timer instead.