

# Re: KITLInterruptthread

---

*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2008-09/msg00025.html>

---

- *From:* "Bruce Eitman [eMVP]" <[bruce.eitman.nospam@xxxxxxxxxxxxxxxxxxxxxx](mailto:bruce.eitman.nospam@xxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Fri, 5 Sep 2008 11:20:53 -0400
- 

Huh?

The way to achive that would be to kill all of the threads in your system, or at least cause all of them to block and disable all interrupts to insure that other threads don't become unblocked. Of course then you won't able to resume your thread becuase Sleep will not return.

Why would you expect idle time to be so close to the amount of time that a single thread is blocked?

—  
Bruce Eitman (eMVP)  
Senior Engineer  
Bruce.Eitman AT EuroTech DOT com  
My BLOG <http://geekswithblogs.net/bruceeitman>

EuroTech Inc.  
[www.EuroTech.com](http://www.EuroTech.com)

"ramki\_katta" <[u45996@uwe](mailto:u45996@uwe)> wrote in message [news:89be3e07f1ab9@xxxxxx](mailto:news:89be3e07f1ab9@xxxxxx)

Hi all,  
Iam testing GetIdleTime functionality with following code

```
DWORD dwSleepStartMS = GetTickCount();  
DWORD dwIdleStartMS = GetIdleTime();
```

```
Sleep (dwSleepTime);
```

```
DWORD dwIdleEndMS = GetIdleTime();  
DWORD dwSleepEndMS = GetTickCount();
```

I executed this test case on tinykernel, but difference of GetIdleTime (dwIdleEndMS-dwIdleStartMS) very less than dwsleepTime, (if sleep time is 30000 milli sec then GetIdleTime diff producing 25698)

I have checked in thread window status, there KITLInterruptthread

Re: KITLinterruptthread

consuming  
more time,

I want Idletime at least near to sleeptime, how can achive this  
please suggest solution