
Subject: Run function after X milliseconds

Posted by [Omar007](#) on Mon, 18 Jan 2010 17:35:23 GMT

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I currently have a piece of code that will run Function A on level loaded

This function initiates Function B a little later.

In Function B im getting the length of an MP3 file (in milliseconds)

After this, Function B has to run again after that time, while any other code still runs.

Problem is i cant use Sleep(); or w/e to wait that long because all other code must continue running.

Afaik i cant make it a script either (so i can use Start_Timer + Timer_Expired) that will be attached to a player because it'll will then restart the whole code after every die (AKA object change)

```
void FunctionA()
{
//Code here; read file containing sounds

FunctionB();
}

void FunctionB()
{
if(runnow)
{
//Pick a random song from the file
//Play the song

fsystem->update();
{
//Set Volume

//Get song length (in milliseconds)
}
FunctionB(); //This should run after 'song length' above
}
//More code; should still run and not only after X milliseconds as Sleep(); would do
}
```

If needed i'll upload the whole file

EDIT:

i believe in Javascript you have something like setInterval() that does what i want

EDIT2:

Oh and if anyone knows how to get the music volume settings from renegade, please tell ^^

Subject: Re: Run function after X milliseconds

Posted by [Sir Kane](#) on Mon, 18 Jan 2010 17:43:49 GMT

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```
DWORD CALLBACK ThreadProc(void* pArg){
```

```
    DWORD delay;  
    delay = PtrToUlong(pArg);  
    Sleep(delay);  
    //Do your shit here  
}
```

```
HANDLE hThread;
```

```
DWORD tid;
```

```
hThread = CreateThread(NULL, 0, ThreadProc, ULongToPtr(delay), 0, &tid);
```

```
CloseHandle(hThread);
```

Might want to make it thread save, though.

Subject: Re: Run function after X milliseconds

Posted by [Omar007](#) on Mon, 18 Jan 2010 19:05:59 GMT

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If i understand you correctly (i think this is multi threading which is new for me) it should be something like this??

```
HANDLE hThread;
```

```
DWORD CALLBACK ThreadProc(void *pArg)
```

```
{  
    while(playnow)  
    {  
        DWORD delay;  
        delay = PtrToUlong(pArg);  
        Sleep(delay);  
        FunctionB();  
    }  
    return 0;  
}
```

```
void FunctionA()
```

```
{
```

```
//Code here; read file containing sounds
```

```
FunctionB();  
}
```

```
void FunctionB()
```

```
{  
if(runnow)  
{  
//Pick a random song from the file  
//Play the song  
  
fsystem->update();  
{  
//Set Volume  
  
//Get song length (in miliseconds)  
}  
        DWORD tid;  
        hThread = CreateThread(NULL, 0, ThreadProc, ULONG_PTR(songlength), 0, &tid);  
  
}  
//More code; should still run and not only after X miliseconds as Sleep(); would do  
}
```

```
void FunctionC()
```

```
{  
//Close file etc  
CloseHandle(hThread);  
}
```

Subject: Re: Run function after X miliseconds

Posted by [Omar007](#) on Mon, 18 Jan 2010 19:32:12 GMT

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OK great it works

I only got 2 more things;

1. How can i retrieve the music volume settings of renegade?
2. When i quit the game in progress it doesnt stop playing. Atm i got the Stop(); function called on GameOver Hook but quitting the game wont be hooked by this function. Any solution or other hook?

EDIT:

Ok i was thinking why it wouldnt be easier to multithread with a class or w/e and i found this online:

<http://www.codeproject.com/KB/threads/SynchronizedThreadNoMfc.aspx>

It works really easy ^^

So far all lazy ppl like me () get it
