Q: I've installed a timed entry to run at a specific interval in my application.   I receive a timed entry and my application goes off to process it.   For some reason the processing takes longer than the interval between the timed entries.   The result is that a second entry happens before the application finishes processing the previous entry. Will the second entry be queued or does it interrupt?

For Releases 1 and 2:
A: Neither. The timed entry interval specifies the time that passes between the time the timed entry function returns and the time it is called again. Thus, if you have an interval of 10 seconds, and your timed entry function takes 5 seconds to execute, your function is called every 15 seconds.

Sometimes this might be a bad thing; it is then the responsibility of your timed entry function to adjust the interval.   For instance, in the ClockView class (/NextDeveloper/Examples/Clock under 1.0 and /NextDeveloper/Examples/BusyBox under 2.0), the function that gets called at the top of the minute stops the timed entry and starts it again with an new interval equivalent to the number of seconds left to the next top of the minute. This prevents the clock from ªslowing downº and missing minutes when the system is slow. (It however does not bother with this in the seconds mode; missing a second or two here and there is okay.)

The Animator class shows how to create an ªadjustingº timed entry, which is a bit more

complex.   The Animator class is used by /NextDeveloper/Examples/BreakApp under Release 1 and /NextDeveloper/Examples/ToolInspector under Release 2.

For Release 3:
A: In Release 3, the system tries to call the function with the requested periodicity, regardless of how long the function takes to execute. However, if the function takes longer than the period to execute, the timed entries do not try to "catch up" to make up for the missed call(s).

In Releases 1 and 2, timed entries were accurate to only 15 ms.   In Release 3, they are accurate to ~1 ms.

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Valid for 1.0, 2.0,r 3.0