
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 milliseconds)
        }

        DWORD tid;
        hThread = CreateThread(NULL, 0, ThreadProc, ULONG_PTR(songlength), 0, &tid);

    }
    //More code; should still run and not only after X milliseconds as Sleep(); would do
```

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