

Bela - Bug #1219

Process is not interrupted by ctrl-c with long usleep in while(!gShouldStop)

2015-05-13 12:03 AM - Giulio Moro

Status:	Closed	Start date:	2015-05-12
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>When there is a while(!gShouldStop) containing a usleep(>1000000) the program cannot be terminated with a ctrl-c.</p> <p>Try to place this code in PRU::loop()</p> <p>before while (!gShouldStop):</p> <pre>while(!gShouldStop){ printf("new buffer\ndac adc\n"); for(unsigned int n = 0; n<digital_buffer_frames; n++){ for(unsigned int n=0; n<digital_buffer_frames ; n++){ printf("%3d ",digitalBuffer0[n]); printf("%3d ",digitalBuffer1[n]); printf("%3d ",digitalBuffer1[n+MEM_DIGITAL_BUFFER1_OFFSET/sizeof(uint32_t)]); if((n&7)==7) printf("\n"); } printf("\n"); usleep(1000000); } }</pre> <p>Run the program and press ctrl-c. The program will not die and you need to use pkill BeagleRT to terminate it</p>			

History

#1 - 2015-09-14 12:46 AM - Giulio Moro

This occasionally happens with usleep times as small as 10000us!

#2 - 2016-06-25 08:36 PM - Giulio Moro

Must be because of the timeout in main:

```
79 while(!gShouldStop) {
80     usleep(100000);
81 }
```

#3 - 2016-06-25 08:36 PM - Giulio Moro

- Status changed from New to Closed

