

## Bela - Bug #1219

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

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

<b>Status:</b>	Closed	<b>Start date:</b>	2015-05-12
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
<p>When there is a while(!gShouldStop) containing a usleep(&gt;1000000) the program cannot be terminated with a ctrl-c. Try to place this code in PRU::loop() before while (!gShouldStop):</p> <pre>while(!gShouldStop){     printf("new buffer\ndac adc\n");     for(unsigned int n = 0; n&lt;digital_buffer_frames; n++){         for(unsigned int n=0; n&lt;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&amp;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

