

Libprelude - Bug #887

Timer tests on slow system

05/14/2017 02:22 PM - Thomas ANDREJAK

Status:	New	Start date:	05/14/2017
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
On slow system, sometimes, timer tests (tests/prelude-timer.c) work works.			
Adding "1" to max_expire in for loop solve this			
<div><div>-</div><div>for (i = 0; i <= max_expire && timer_alive; i++) {</div><div></div><div>+</div><div>for (i = 0; i <= max_expire + 1 && timer_alive; i++) {</div></div>			