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

```
-          for ( i = 0; i <= max_expire && timer_alive; i++ ) {
+          for ( i = 0; i <= max_expire + 1 && timer_alive; i++ ) {
```