## **Installing and Activating Task Records**

The following listing shows how to install and activate a <u>Time Manager</u> task. It assumes that the procedure MyTask has already been defined; see the next two examples after this one for examples of simple task definitions.

```
// Installing and activating a Time Manager task
// Assuming inclusion of <MacHeaders>
void InstallTMTask (void);
pascal void MyTask (void);
void InstallTMTask ()
{
             myTMTask;
                          // an extended task record
   TMTask
          myDelay; // delay value
   long
   myDelay = 2000; // no. of milliseconds to delay
   myTMTask.tmAddr
                       = MyTask; // get task address
   myTMTask.tmWakeUp = 0; // initialize tmWakeUp
   myTMTask.tmReserved = 0; // initialize tmReserved
   InsXTime((QElemPtr) &myTMTask); // install the task record
   PrimeTime((QElemPtr)
   &myTMTask, // activate the task record
   myDelay);//
}
```

In this example, InstallTMTask installs an extended task record into the <u>Time</u> Manager queue and then activates the task. After the specified delay has elapsed (in this case, 2000 milliseconds, or 2 seconds), the procedure MyTask executes.

In cases where no task is to run after the specified time delay has elapsed, you should set the <u>tmAddr</u> field to NIL. To determine if the time has expired, you can check the task-active bit in the qType field.

Calling **PrimeTime** on a **Time Manager** task record that has not yet expired yields unpredict-able results and should therefore be avoided. If a prior unexpired request exists in the **Time Manager** queue that you wish to reactivate for some different delay, you should call **RmvTime** to cancel the prior request, then call **InsTime** to reinstall the timer task, and finally call **PrimeTime** to reschedule the task. Note, however, that it is possible and sometimes desirable to call **PrimeTime** in a **Time Manager** task that you want to reactivate, because the timer will have expired before the task is called.