

U64MJCDNH : sorry I'm newbie in python. Can I add this in while loop with if, and when certain time has passed to call my function for new key ?

U5LNQHN3 : Before the loop, when you get the token for the first time: `start_time = time.time()`

U5LNQHN3 : And in the loop, before each request:``

if `time.time() - start_time >= 7200`:

`api_key()`

``

U5LNQHN3 : You'll probably want a value lower than 7200 anyway, because waiting until the last second means you might get a failed request at the end

U64MJCDNH : kylan, thank you.

U5LNQHN3 : (also, test it with a number like 60, so you don't have to wait 2 hours to see if it's correct or not!)

U5LNQHN3 : No problem.

U5CGPF0U : So, configuring a Python app to use gunicorn on Heroku, the docs show `web: gunicorn hello:app` for the example Procfile but doesn't really explain what `hello:app` represents. Is it `<class>.<method>` or something like that?

U64MJCDNH : <@U5LNQHN3> Of course. Thank's :wink:

U0L8Y8ZEW : <@U5CGPF0U> I'm guessing it is probably `module:function`

U64MJCDNH : <@U5LNQHN3> Do you have some idea ? I added `start_time` variable before loop, and added this in loop. My loop now looks:

``while True:

 if `time.time() - start_time >= 60`:

`get_key()`

`time.sleep(15)```

When I start script, after 60 seconds scripts run `get_key` function what is good, but then on after each 15 second again.

U5LNQHN3 : ah, of course. you'll need to reset `start_time` to `time.time` whenever you get a new key.

U64MJCDNH : I supposed, but how I can to do that in this if statement ?

U64MJCDNH : <@U5LNQHN3>

U64MJCDNH : Can I only to add again `start_time = time.time()` in this if statement ?

U5LNQHN3 : yes

U64MJCDNH : cool !

U5LNQHN3 : you could probably improve the code by setting that time inside the `get_key` function, so that you don't need it in the if statement

U64MJCDNH : yes, I thinking about that. Thank you <@U5LNQHN3> I will test !

U5CGPF0U : If I run `python manage.py db init` on my server it works, but then I run `python manage.py db migrate` and I get `Path doesn't exist: 'migrations'`. Please use the `'init'` command...
:neutral_face:

U5CGPF0U : Not sure what I'm doing wrong.

U5NMSURQA : is there a directory named migrations after init?

U5NMSURQA : `app/migrations`...

U5NMSURQA : maybe it was expected in the root directory