

System.Threading.Timer Class

```
[ILAsm]
.class public sealed Timer extends System.MarshalByRefObject implements
System.IDisposable

[C#]
public sealed class Timer: MarshalByRefObject, IDisposable
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
 - CLSCompliantAttribute(true)

Implements:

- **System.IDisposable**

Summary

Provides a mechanism for executing methods at specified intervals.

Inherits From: System.MarshalByRefObject

Library: BCL

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Description

A `System.Threading.TimerCallback` delegate is used to specify the methods associated with a `Timer`. The methods do not execute in the thread that created the timer; they execute in a separate thread that is automatically allocated by the system. The timer delegate is specified when the timer is constructed, and cannot be changed.

When creating a timer, the application specifies an amount of time to wait before the first invocation of the delegate methods (due time), and an amount of time to wait between subsequent invocations (period). A timer invokes its methods once when its due time elapses, and invokes its methods once per period thereafter. These values can be changed, or the timer disabled using the `System.Threading.Timer.Change` method.

When a timer is no longer needed, use the `System.Threading.Timer.Dispose` method to free the resources held by the timer.

Example

1 The following example demonstrates the features of the System.Threading.Timer
2 class.

3
4 [C#]

```
5 using System;
6 using System.Threading;
7
8 class TimerExampleState {
9     public int counter = 0;
10    public Timer tmr;
11 }
12
13 class App {
14     public static void Main() {
15         TimerExampleState s = new TimerExampleState();
16
17         // Create the delegate that invokes methods for the timer.
18         TimerCallback timerDelegate = new TimerCallback(CheckStatus);
19
20         // Create a timer that waits one second, then invokes every second.
21         Timer timer = new Timer(timerDelegate, s, 1000, 1000);
22
23         // Keep a handle to the timer, so it can be disposed.
24         s.tmr = timer;
25
26         // The main thread does nothing until the timer is disposed.
27         while (s.tmr != null)
28             Thread.Sleep(0);
29         Console.WriteLine("Timer example done.");
30     }
31     // The following method is called by the timer's delegate.
32
33     static void CheckStatus(Object state) {
34         TimerExampleState s = (TimerExampleState) state;
35         s.counter++;
36         Console.WriteLine("{0} Checking Status
37 {1}.", DateTime.Now.TimeOfDay, s.counter);
38         if (s.counter == 5) {
39             // Shorten the period. Wait 10 seconds to restart the timer.
40             (s.tmr).Change(10000, 100);
41             Console.WriteLine("changed...");
42         }
43         if (s.counter == 10) {
44             Console.WriteLine("disposing of timer...");
45             s.tmr.Dispose();
46             s.tmr = null;
47         }
48     }
49 }
```

50 An example of some output is

51
52 10:51:40.5809015 Checking Status 1.

53
54
55 10:51:41.5823515 Checking Status 2.

```
1
2
3 10:51:42.5838015 Checking Status 3.
4
5
6 10:51:43.5852515 Checking Status 4.
7
8
9 10:51:44.5867015 Checking Status 5.
10
11
12 changed...
13
14
15 10:51:54.5911870 Checking Status 6.
16
17
18 10:51:54.6913320 Checking Status 7.
19
20
21 10:51:54.7914770 Checking Status 8.
22
23
24 10:51:54.8916220 Checking Status 9.
25
26
27 10:51:54.9917670 Checking Status 10.
28
29
30 disposing of timer...
31
32
33 Timer example done.
34
35
36 The exact timings returned by this example will vary.
37
```

Timer(System.Threading.TimerCallback, System.Object, System.Int32, System.Int32) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.Threading.TimerCallback callback, object state, int32 dueTime,
int32 period)

[C#]
public Timer(TimerCallback callback, object state, int dueTime, int
period)
```

Summary

Constructs and initializes a new instance of the `Timer` class.

Parameters

Parameter	Description
<i>callback</i>	A <code>System.Threading.TimerCallback</code> delegate.
<i>state</i>	A <code>System.Object</code> containing application-specific information relevant to the methods invoked by <i>callback</i> , or <code>null</code> .
<i>dueTime</i>	A <code>System.Int32</code> containing the amount of time to delay before <i>callback</i> invokes its methods, in milliseconds. Specify <code>System.Threading.Timeout.Infinite</code> to prevent the timer from starting. Specify zero to start the timer immediately.
<i>period</i>	A <code>System.Int32</code> containing the time interval between invocations of the methods referenced by <i>callback</i> , in milliseconds. Specify <code>System.Threading.Timeout.Infinite</code> to disable periodic signaling.

Description

callback invokes its methods once after *dueTime* elapses, and then invokes its methods each time the *period* time interval elapses.

If *dueTime* is zero, *callback* performs its first invocation immediately. If *dueTime* is `System.Threading.Timeout.Infinite`, *callback* does not invoke its methods; the timer is disabled, but can be re-enabled using the `System.Threading.Timer.Change` method.

If *period* is zero or `System.Threading.Timeout.Infinite` and *dueTime* is not `System.Threading.Timeout.Infinite`, *callback* invokes its methods exactly once; the

1 periodic behavior of the timer is disabled, but can be re-enabled using the
2 `System.Threading.Timer.Change` method.

3 Exceptions

Exception	Condition
System.ArgumentOutOfRangeException	<i>dueTime</i> or <i>period</i> is negative and is not equal to <code>System.Threading.Timeout.Infinite</code> .
System.ArgumentNullException	<i>callback</i> is a null reference.

4

5

Timer(System.Threading.TimerCallback, System.Object, System.TimeSpan, System.TimeSpan) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.Threading.TimerCallback callback, object state, valuetype
System.TimeSpan dueTime, valuetype System.TimeSpan period)

[C#]
public Timer(TimerCallback callback, object state, TimeSpan dueTime,
TimeSpan period)
```

Summary

Constructs and initializes a new instance of the `Timer` class.

Parameters

Parameter	Description
<i>callback</i>	A <code>System.Threading.TimerCallback</code> delegate.
<i>state</i>	A <code>System.Object</code> containing application-specific information relevant to the methods invoked by <i>callback</i> , or <code>null</code> .
<i>dueTime</i>	A <code>System.TimeSpan</code> set to the amount of time to delay before <i>callback</i> invokes its methods. Set the value to <code>System.Threading.Timeout.Infinite</code> milliseconds to prevent the timer from starting. Specify zero to start the timer immediately.
<i>period</i>	A <code>System.TimeSpan</code> set to the time interval between invocations of the methods referenced by <i>callback</i> . Set the value to <code>System.Threading.Timeout.Infinite</code> milliseconds to disable periodic signaling.

Description

The *callback* delegate invokes its methods once after *dueTime* elapses, and then invokes its methods each time the *period* time interval elapses.

If *dueTime*, in milliseconds, is zero, *callback* performs its first invocation immediately. If *dueTime* is `System.Threading.Timeout.Infinite`, no method invocation occurs. The timer is disabled, but can be re-enabled using the `System.Threading.Timer.Change` method.

1
2 If *period* is zero or `System.Threading.Timeout.Infinite` milliseconds and *dueTime* is
3 not `System.Threading.Timeout.Infinite`, *callback* invokes its methods exactly once.
4 The periodic behavior of the timer is disabled, but can be re-enabled using the
5 `System.Threading.Timer.Change` method.

6 Exceptions

Exception	Condition
System.ArgumentOutOfRangeException	The number of milliseconds in the value of <i>dueTime</i> or <i>period</i> is negative and not equal to <code>System.Threading.Timeout.Infinite</code> , or is greater than <code>System.Int32.MaxValue</code> .
System.ArgumentNullException	<i>callback</i> is a null reference.

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Timer.Change(System.Int32, System.Int32)

Method

```
[ILAsm]  
.method public hidebysig instance bool Change(int32 dueTime, int32 period)  
  
[C#]  
public bool Change(int dueTime, int period)
```

Summary

Changes the start time and interval between method invocations for a timer.

Parameters

Parameter	Description
<i>dueTime</i>	A <code>System.Int32</code> containing the amount of time to delay before the delegate specified at <code>System.Threading.Timer</code> construction time invokes its methods, in milliseconds. Specify <code>System.Threading.Timeout.Infinite</code> to prevent the timer from restarting. Specify zero to restart the timer immediately.
<i>period</i>	A <code>System.Int32</code> containing the time interval between invocations of the methods referenced by the delegate specified at <code>System.Threading.Timer</code> construction time, in milliseconds. Specify <code>System.Threading.Timeout.Infinite</code> to disable periodic signaling.

Return Value

`true` if the current instance has not been disposed; otherwise, `false`.

Description

The delegate specified at `System.Threading.Timer` construction time invokes its methods once after *dueTime* elapses, and then invokes its methods each time the *period* time interval elapses.

If *dueTime* is zero, the delegate specified at `System.Threading.Timer` construction time performs its next invocation immediately. If *dueTime* is `System.Threading.Timeout.Infinite`, no method invocation occurs. The timer is disabled, but can be re-enabled by calling this method and specifying a non-negative value for *dueTime*.

If *period* is zero or `System.Threading.Timeout.Infinite` and *dueTime* is not `System.Threading.Timeout.Infinite`, the delegate specified at `System.Threading.Timer` construction time invokes its methods exactly once. The

1 periodic behavior of the timer is disabled, but can be re-enabled by calling this method
2 and specifying a positive value for *period*.

3 **Exceptions**

Exception	Condition
System.ArgumentOutOfRangeException	<i>dueTime</i> or <i>period</i> is negative and is not equal to <code>System.Threading.Timeout.Infinite</code> .

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Timer.Change(System.TimeSpan, System.TimeSpan) Method

```
[ILAsm]
.method public hidebysig instance bool Change(valuetype System.TimeSpan
dueTime, valuetype System.TimeSpan period)

[C#]
public bool Change(TimeSpan dueTime, TimeSpan period)
```

Summary

Changes the start time and interval between method invocations for a timer.

Parameters

Parameter	Description
<i>dueTime</i>	A <code>System.TimeSpan</code> set to the amount of time to delay before the delegate specified at <code>System.Threading.Timer</code> construction time invokes its methods. Specify <code>System.Threading.Timeout.Infinite</code> milliseconds to prevent the timer from restarting. Specify zero to restart the timer immediately.
<i>period</i>	A <code>System.TimeSpan</code> set to the time interval between invocations of the methods referenced by the delegate specified at <code>System.Threading.Timer</code> construction time. Specify <code>System.Threading.Timeout.Infinite</code> milliseconds to disable periodic signaling.

Return Value

`true` if the current instance has not been disposed; otherwise, `false`.

Description

The delegate specified at `System.Threading.Timer` construction time invokes its methods once after *dueTime* elapses, and then invokes its methods each time the *period* time interval elapses.

If *dueTime*, in milliseconds, is zero, the delegate specified at `System.Threading.Timer` construction time performs its next invocation immediately. If *dueTime* is `System.Threading.Timeout.Infinite` milliseconds, no method invocation occurs. The timer is disabled, but can be re-enabled by calling this method and specifying a non-negative value for *dueTime*.

If *period* is zero or `System.Threading.Timeout.Infinite` milliseconds and *dueTime* is not `System.Threading.Timeout.Infinite` milliseconds, the delegate specified at `System.Threading.Timer` construction time invokes its methods exactly once. The

1 periodic behavior of the timer is disabled, but can be re-enabled by calling this method
2 and specifying a positive value for *period*.

3 **Exceptions**

Exception	Condition
System.ArgumentOutOfRangeException	<i>dueTime</i> or <i>period</i> is negative and is not equal to <code>System.Threading.Timeout.Infinite</code> .

4

5

1 Timer.Dispose() Method

```
2 [ILAsm]  
3 .method public final hidebysig virtual void Dispose()  
  
4 [C#]  
5 public void Dispose()
```

6 Summary

7 Releases the resources held by the current instance.

8 Description

9 *[Note:* This method is implemented to support the `System.IDisposable` interface.*]*
10
11
12

Timer.Dispose(System.Threading.WaitHandle) Method

```
[ILAsm]  
.method public hidebysig instance bool Dispose(class  
System.Threading.WaitHandle notifyObject)  
  
[C#]  
public bool Dispose(WaitHandle notifyObject)
```

Summary

Releases the resources held by the current instance.

Parameters

Parameter	Description
<i>notifyObject</i>	Specifies a <code>System.Threading.WaitHandle</code> to be signaled when the timer has been disposed of.

Return Value

`true` if the call succeeds; otherwise, `false`.

Description

When this method completes, the `System.Threading.WaitHandle` specified by *notifyObject* is signaled.

This method calls `System.GC.SuppressFinalize` to prevent the garbage collector from finalizing the current instance.

Exceptions

Exception	Condition
<code>System.ArgumentNullException</code>	<i>notifyObject</i> is null.

1 Timer.Finalize() Method

```
2 [ILAsm]  
3 .method family hidebysig virtual void Finalize()  
  
4 [C#]  
5 ~Timer()
```

6 Summary

7 Releases the resources held by the current instance.

8 Description

9 *[Note:* Application code does not call this method; it is automatically invoked by during
10 garbage collection unless finalization by the garbage collector has been disabled. For
11 more information, see `System.GC.SuppressFinalize`, and `System.Object.Finalize`.
12

13 This method overrides `System.Object.Finalize`.
14

15]
16