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SEASON 2 FINALLY here! What is a season 2 though? They should have come out with a monthly season 2. 2 of these seasons are great, my other ones are just okay. I want my 1st season of season 1 back. I guess I'll have to wait and play the third season. I'm not a big fan of story chains anyway. We're glad you're enjoying the rest of season 1, but we're sorry to hear that. You're not the only one to feel that way though, as many people have voiced the same concern. For now, what we would like to ask you to do is to please submit a ticket to customer service with your email address. They can then answer your inquiry about the second season and work out a plan to ensure that you get access to it as soon as it's ready. What you can't ask about at this time is the outcome of the thread, but we will keep you updated on your situation.Q: Interrupting sleep in C: Is it safe? I was hoping to create a program that wakes up for 5 seconds, checks for new network packets, and then goes back to sleep. This could be a long-term program, with the network packets coming in randomly. If I use pthread\_yield() between each packet, then if the processor is off for too long, will the packet get lost? Will the packets get buffered until the processor is ready? I can't find anything on this online. I do not want to use threads, only sleep() with pthread\_sleep(). EDIT: With the help of the comments, here's what I ended up doing. Sleep for 1 second, make sure packets have come in, then sleep for 5 seconds, and repeat. If my interrupt routine takes 10 milliseconds to get to the top of my code, it still looks like the packets are being sent every 5 seconds. A: Not really the answer you were looking for, but I see no reason not to use threads if you know you need them. pthread\_yield makes the kernel queue the running thread in the CPU until the next interrupt is received. If you don't care about interrupt latency, then yield\_now is sufficient. However, if you need the ability to make very fine-grained control of the scheduling, then 82157476af

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