

# Use single periodic callback if possible

The problem with multiple callbacks is that the higher rate can interrupt a lower rate callback.

```
int number = 0;
void periodic_callback_10hz(uint32_t count) {
    number++;
}
// This can interrupt the 10hz in the middle of its operations
void periodic_callback_100hz(uint32_t count) {
    number++;
}
```

Use this instead:

```
int number = 0;
void periodic_callback_10hz(uint32_t count) {
    //number++;
}
// This can interrupt the 10hz in the middle of its operations
void periodic_callback_100hz(uint32_t count) {
    if (0 == (count % 10)) {
        number++;
    }
    number++;
}
```

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