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Subject: Re: Porting SystemDraw to Frambuffer  
Posted by [kohait00](#) on Wed, 16 Dec 2009 14:19:31 GMT  
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did i understand you right? there is no extra thread for the TimerProc in WIN32 or X11? (WIN32 used WM\_TIMER as far as i know, ahh..which is ran by the same thread in spare times, when it sleeps and in X11 is maybe similar, right?  
well, i'm learning.

your're right, platformr stuff is a mess. so it's no wonder. actually i have learned a lot, how to have cleaner code because thanks to u++ code. so its generally really clean, even fun to read, logical and short (most times)

thank you, i'll give it a try