
Subject: Re: extracted Timer from Ctrl

Posted by [kohait00](#) on Wed, 17 Feb 2010 08:32:04 GMT

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i can do some maitanance.. concerning documentation, there isn't actually that much.

1) The Interface is the same as used from the Ctrl::TimerCallback in CtrlCore

2) To use it one does **not** need CtrlCore anymore, simply Core and Timer, where the application has a Timer instance.

3) should keep in mind, that it's a timer **queue** other things wont get to execution, until a current task is finished, and the timer queue can check whether time has come for the next task.

4) because of 3), the timing is not as accurate as maybe desired and can have "timer glitches/jitter", depending on work load..

5) favorite use is to schedule some **non**-timing-critical work for "somewhere-around-in-the-future".

6) for timing critical stuff, consider using OS native timer means, for WIN32 SetTimer (in windowing environment, using WM_TIMER callback) or CreateWaitableTimer for windowing-independant stuff, or even QueryPerformanceCounter. for Linux/Unix/Posix settimer function, but for linux there is a lot anyway.

thats basicly all
