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Subject: Re: How to run timer just a several cycles?  
Posted by [mirek](#) on Thu, 20 Apr 2006 18:30:27 GMT  
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No, actually, I think your approach is a good idea.

Maybe it could be encapsulated by some nice helper class.

```
struct Animator {  
    int phase;  
    void Start(int phases, Callback anim);  
};
```

Mirek

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