Subject: Re: Porting SystemDraw to Frambuffer
Posted by kohait00 on Thu, 08 Jul 2010 15:25:36 GMT

hey dolik, thanks for help

i really considered using Timer, but it uses an extra thread.. well, what about apps compiled with GUI but *without* MT, they wont work..

i basicly thought of using the timer *queue*, executing it myself (means in the MainThread i call TimerProc in a loop)..thus i could PostCallback to it.

but: the TimerProc uses a fixed sleep intervall, 10 ms, when nothing is to be done..now when it sleeps, it sleeps hard. no way to wake it up before that time. this will affect responsiveness.

maybe i will neet to reimplement TimerProc, which will not sleep, but wait for some kind of wakeup signals, maybe select() stuff..

still in modeling phase