Subject: how to use timer id? and how to kill a timer
Posted by bonami on Tue, 20 Jul 2010 08:03:20 GMT

first question

in Ctrl::SetTimeCallback() there is,
  ASSERT(id >= 0 && (size_t)id < (int)sizeof(Ctrl));

in doc, it says,
  id. Should be in range 0..80. U++ defines compile-time protocol for distributing these ids. If Ctrl
wants to use non-zero time callback id, it should define it using
 enum { TIMEID_PERIODIC = baseclass::TIMEID_COUNT,
        TIMEID_COUNT };

i'm confused by the doc. what's the enum for? my TopWindow::TIMEID_COUNT is 2. that means i
can only use id 1 & 2?

second question

how can i add procedure for creating a timer?
i have a TopWindow and it create a Thread. the thread controls when to create and delete a timer.
what should i do in TopWindow? after i Run() it, there is no place to insert code to wait for the
Thread's timer creation request. is there a way to send a message to TopWindow?

Thank you.