
Subject: Re: how to use timer id?

Posted by [mrjt](#) on Wed, 21 Jul 2010 08:46:45 GMT

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First question:

The enum is to ensure that you don't use ids that are already used by your base classes. For instance, if TopWindow had:

```
enum { TIMEID_TIMER1 = Ctrl::TIMEID_COUNT,
      TIMEID_TIMER2,
      TIMEID_TIMER3,
      TIMEID_COUNT };
```

and your class

```
enum { TIMEID_PERIODIC_TIMER = TopWindow::TIMEID_COUNT,
      TIMEID_COUNT };
```

Then TIMEID_PERIODIC_TIMER would be 3, and TopWindow would use ids 0,1,2. In practice I've never found a situation where this is a problem but it's good practice and not much work.

Second question:

I'm not 100% sure I understand you, but in this situation I would just pass a Callback the the Thread as a parameter. The Thread can then execute the Callback when it's ready to create the timer.
