
Subject: Re: how to use timer id?

Posted by [mrjt](#) on Wed, 21 Jul 2010 10:54:40 GMT

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This code opens a window and uses a Thread to wait 5 seconds before starting window timer counting up:

```
class MyWindow : public TopWindow
{
    typedef MyWindow CLASSNAME;
    int count;
public:
    MyWindow() : count(0) {}
    virtual void Paint(Draw& w) { TopWindow::Paint(w); w.DrawText(4, 4, AsString(count)); }
    void Count() { ++count; Refresh(); }
    void CreateCounter(int interval) { SetTimeCallback(interval, THISBACK(Count)); }
};
```

```
void MyThread(Callback1<int> TimerCB)
{
    for (int i = 0; i < 50; ++i) {
        if (Thread::IsShutdownThreads())
            return;
        Sleep(100);
    }
    TimerCB(-1000);
}
```

```
GUI_APP_MAIN
```

```
{
    MyWindow wnd;
    Thread thrd;
```

```
    wnd.SetRect(RectC(0, 0, 200, 200));
    wnd.CenterScreen();
```

```
    thrd.Run(callback1(MyThread, callback(&wnd, &MyWindow::CreateCounter)));
    wnd.Run();
```

```
    Thread::ShutdownThreads();
}
```

You'll need to give more information about what you're trying to achive if you need anything more complex than this.
