
Subject: Re: how to use timer id?

Posted by [bonami](#) on Fri, 23 Jul 2010 02:28:24 GMT

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i add delays into your code and the timer killing is asynchronous with timer callback execution. I regard this as a flaw. I can kill it, but I cannot know whether it is executed. I have to choose other implementations.

```
class MyWindow : public TopWindow
{
    typedef MyWindow CLASSNAME;
public:
    void Count()
    {
        //here 2nd.
        Sleep(10000);
        //here 5th.
    }
};
void MyThread(Callback cb)
{
    TimeCallback timer;
    timer.Set(1000, cb);
    //here 1st.
    Sleep(5000);
    //here 3rd.
    timer.Kill();
    //here 4th.
}
...
```