
Subject: Re: Time callbacks when ticks overlap
Posted by [Zbych](#) on Fri, 23 Jul 2010 12:01:57 GMT
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luzr wrote on Fri, 23 July 2010 11:11
Just to be sure:
[cut]

That is ok. But there is one more place where time is compared:

```
static void sTimeCallback(dword time, int delay, Callback cb, void *id) {  
[...]  
for(e = list->GetNext(); e != list && ((int)(time - e->time) >= 0); e = e->GetNext());  
[...]
```