

---

Subject: Re: Time callbacks when ticks overlap  
Posted by [Zbych](#) on Fri, 23 Jul 2010 12:01:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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());  
[...]
```