Subject: Re: Time callbacks when ticks overlap
Posted by mirek on Sun, 25 Jul 2010 07:31:49 GMT

Zbych wrote on Fri, 23 July 2010 08:01luzr 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());
[...]

Ops, thanks, missed that one...

That is why I prefer full zipped files posted as patch

Mirek