
Subject: Re: running program at different speeds
Posted by [dolik.rce](#) on Fri, 10 Aug 2012 06:01:00 GMT
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The simplest possible example is something like this:Quote:#include <Core/Core.h>
using namespace Upp;
//must be compiled with MT flag
#include <Timer/Timer.h>

```
void SomeFn(){  
    Cout() << GetSysTime() << "\n";  
}
```

```
CONSOLE_APP_MAIN{  
    // set up the periodic callback  
    Timer t;  
    t.SetTimeCallback(-500,callback(SomeFn));  
  
    // wait until the work is done  
    Sleep(5000);  
}
```

The error you got was about passing wrong callback or something similar. Have a look at callbacks in U++ manual, they is many ways to work with them.

Honza
