
Subject: Re: How to properly set a timer

Posted by [Oblivion](#) on Thu, 01 Mar 2018 09:47:50 GMT

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Hello Koldo,

Have you tried TimeCallback class? AFAIK it doesn't -directly- need a Ctrl (But it calls Upp::SetTimeCallback() too. Still, It may affect the behaviour -crash- differently).

On console I haven't used it. But you can use a) a thread, or b) WaitForSingleObject on Windows, and timer functions on posix. (Or you can emulate timer using sigtimedwait, creating a custom signal, or even using select call with a socket.)

Best regards,
Oblivion
