
Subject: Re: How to properly set a timer
Posted by [mirek](#) on Thu, 01 Mar 2018 14:12:22 GMT
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koldo wrote on Thu, 01 March 2018 10:19Hello all

This question is strangely derived from this post.

I wanted to ask you how to set properly a timer. Three options:

Generally, you have to avoid situation where callback is invoked after target instance is destroyed.

Quote:

1. Inside a class derived from Ctrl
`SetTimeCallback(time, THISBACK(callbackFunction));`

In client code, use `TimerCallback`. `TimerCallback` destructor removes the callback from the timer queue if necessary.

You can use `SetTimeCallback` directly, but then you have to remember id and remove in destructor.

Quote:

2. In a GUI program, in a class not derived from Ctrl

Use `SetTimeCallback` directly, but remember to remove callback from the queue as necessary.

Quote:

3. In a console program

You cannot. It is CtrlCore feature...

Mirek
