Subject: Re: How often is Update called? Is there a similiar frequently called method?
Posted by dolik.rce on Sat, 18 Aug 2018 11:53:23 GMT
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Hi Daniel,

If I remember correctly, the Update and similar methods are called "when necessary". Since U++ is event based GUI framework, pretty much everything just reacts to events (user input, timers etc.). There is not something you could define as "frame", as each Ctrl is updated independently and only when something changes.

I think what you actually want is SetTimeCallback. It allows you to launch either one time or periodic tasks on the same event loop as everything else. Just make sure that the work you actually do in each iteration does not take too long, otherwise it would block the GUI (but the same would hold in case of Update() or any other function that blocks the loop).

Best regards,
Honza