Subject: Re: How often is Update called? Is there a similiar frequently called method?
Posted by mirek on Mon, 20 Aug 2018 07:59:16 GMT

Using timer might solve your issue, if what you need to do is to e.g. periodically check something.

Alternative is to "invert" message loop, or basically make your code the message loop: Instead of .Run (or .Execute) start your code and into some place that is passed through frequently enought (like each 1ms), put


```
if(Ctrl::IsWaitingEvent())
   Ctrl::ProcessEvents();
```


This will read and process all GUI events.

Mirek