
Subject: Re: TimerCallback interval resolution
Posted by [mirek](#) on Mon, 24 Jan 2022 09:47:30 GMT
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deep wrote on Mon, 24 January 2022 09:56Hi Mirek,

Thanks for explanation.

I was under impression that SetTimeCallback/TimeCallback as independent time trigger.

mirek wrote on Sun, 23 January 2022 00:02

It is supposed to be about 20ms by design and it is not even guaranteed. If you need more precise timing, you need to run it in separate thread.

Small code snippet or link will be helpful to setup repeat callback independent of GUI.

Frankly, the only time I did that was in SDL2 based sound synthetiser and there the period is set by SDL2 sound system.

Still, you can check it here:

<https://github.com/ultimatepp/ultimatepp/blob/master/examples/Synth/Core.cpp>

(or in examples/SDLSoundDemo)
