Subject: Re: TimerCallBack interval resolution
Posted by mirek on Thu, 05 Jan 2023 08:29:51 GMT
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superdev wrote on Wed, 04 January 2023 20:19mirek wrote on Mon, 24 January 2022 10:47deep 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/example s/Synth/Core.cpp

(or in examples/SDLSoundDemo)
So how to combine UPP GUI(Ctrl) and SDL2 window (>100 FPS)?
I've tried TopWindow::OpenMain(), then ProcessEvents and render in loop. It works but the loop freezes, for example during TopWindow resizing, dialog showing.

If you are doing a game, probably consider using VirtualGui. Otherwise, what about separate thread for SDL?