Subject: Re: TimerCallBack interval resolution
Posted by superdev on Fri, 06 Jan 2023 15:20:11 GMT

mirek wrote on Thu, 05 January 2023 09:29superdev wrote on Wed, 04 January 2023 20:19...
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?

Video player.
What widgets can i use with VirtualGui? Sorry but its description is poor and i can't test it yet.
SDL2Uword (built with fresh 16660, 32 or 64 bit) causes "exception c0000005 at 0".
"SDL render functions must be called from the main thread". I tried separate thread and it was glitchy.