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Subject: Re: TimerCallback interval resolution  
Posted by [mirek](#) on Sat, 07 Jan 2023 08:10:22 GMT  
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superdev wrote on Fri, 06 January 2023 16:20mirek 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?

All of them. The major disadvantage is that VirtualGui takes over window management, so that means it cannot really be used e.g. for normal applications.

What kind of application are you trying to develop?

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