
Subject: Re: TimerCallback interval resolution

Posted by [superdev](#) on Sun, 08 Jan 2023 05:38:19 GMT

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mirek wrote on Sat, 07 January 2023 13:15superdev wrote on Sat, 07 January 2023 11:05...
Video player.

Interesting!

So that would imply that you need one window area capable of updating much faster than 40ms, while you want to keep GUI.

I guess you will need to go a bit deeper for this one. Probably the part handling videooutput running in separate thread, then you have to connect with it through low-level stuff, like HWND in Windows (and that part will be host specific).

No, i simply use SDL window for video and TopWindow for GUI
