

Hello sniffgriff ,

You can have more than one TimeCallback or you can spawn one time callback from another. For example

Spawn callbacks:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class MyApp : public TopWindow {
    MyApp() {
        SetTimeCallback(1000, [=] { Action1(); }); // The first parameter is positive, time callback will be
        executed only once
    }

    void Action1() {
        SetTimeCallback(2000, [=] { Action2(); }); // Execute Action2 after 2 seconds...
    }

    void Action2() {
        SetTimeCallback(5000, [=] { Action3(); }); // Execute Action3 after 5 seconds...
    }

    void Action3() {
        // It's over no new time callbacks will be executed
    }
};
```

Having more than one callback time callback:

```
class MyApp : public TopWindow {
    MyApp() {
        // The third parameter of SetTimeCallback is id. If id's are different there are
        // separate entities and you can schedule multiple time callbacks at once.

        SetTimeCallback(1000, [=] { Action1(); }, 0); // Execute Action1() after 1s
        SetTimeCallback(4000, [=] { Action2(); }, 1); // Execute Action2() after 4s
        SetTimeCallback(7000, [=] { Action3(); }, 2); // Execute Action3() after 7s
    }

    void Action1() {}
};
```

```
void Action2() {}  
void Action3() {}  
};
```

I hope it will help.

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