
Subject: Re: 2023.2

Posted by [Tom1](#) on Tue, 14 Nov 2023 15:00:25 GMT

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Hi Mirek,

I removed the TimeCallback timer entirely to test, but it does not have any effect to the MenuBar issue...

But yes, this was there:

```
class MyWindow : public WithMyWindowLayout<TopWindow> {
    StatusBar  status;
```

```
...
```

```
    TimeCallback  timer;
```

```
    String  remotely_updated_string;
```

```
void refreshStatus(){ // timer runs this at 100 ms intervals
```

```
    if(!IsForeground()) return;
```

```
    status = remotely_updated_string;
```

```
}
```

```
...
```

```
MyWindow(){
```

```
...
```

```
    timer.Set(-100,[&](){ refreshStatus(); });
```

```
...
```

```
}
```

```
~MyWindow(){
```

```
...
```

```
    timer.Kill();
```

```
...
```

```
}
```

```
}
```

```
};
```

Best regards,

Tom
