
Subject: Re: 2023.2

Posted by [mirek](#) on Tue, 14 Nov 2023 16:17:07 GMT

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Just quick note first:

```
~MyWindow(){  
...  
    timer.Kill();  
...  
}
```

Not necessary - TimerCallback destructor "kills itself". And no timer event can happen during destruction process.

Anyway, try

```
void refreshStatus(){ // timer runs this at 100 ms intervals  
    DDUMP(IsForeground());  
    if(!IsForeground()) return;  
    status = remotely_updated_string;  
}
```