
Subject: Re: 2023.2

Posted by [Tom1](#) on Tue, 14 Nov 2023 16:49:26 GMT

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Hi,

RDUMP/DDUMP does not print anything to log, so we're not getting any timer events at all here.

BTW: My app uses a whole lot of timers all around to do all kinds of background update tasks.
Could this contribute to the problem?

Also, thanks for the tip: I can clean off the timer.Kill();s then.

BR, Tom
