Subject: Re: 2023.2
Posted by mirek on Wed, 15 Nov 2023 11:17:51 GMT

Tom1 wrote on Wed, 15 November 2023 11:14Hi,

It does not make difference if I use [=] here. However, I would not dare to point to local temporary variables with timer anyway. Instead, my timer sets are mostly of type timer.Set(THISBACK(UpdateRoutine));In that case the reference is all about using 'this'.

INTERESTINGLY: The entire timer system freezes when I open the secondary window. Ctrl::TimerProc() does not get called at all until I close that secondary window.

UPDATE: While the secondary window is open, there is not a single WM_TIMER coming into Ctrl::UtilityProc(). The execution of thread is not frozen within TimerProc() though. Windows is just no longer sending WM_TIMER messages in.

Best regards,

Tom

Without seeing the whole logic of your app: Timer only runs when GUI is "idle". Any chance the secondory window is doing something like processing events itself?