Hi Mirek,

I found a solution:

```
 virtual void Paint(Draw& draw){

  ...

  // scaleview->Refresh();
 }
```

I have a 'scaleview' control under the window. The window's Paint() calls scaleview->Refresh();
After this the timer is frozen until the window is closed. Removing this call to Refresh() makes
everything work again.

The funny thing (if any in this case) is that this code is about 10-15 years old and has worked
without any problem until now. (The scaleview gets painted anyway automatically, so this call was
probably just causing some recursive feeding of more paint requests. So, I'm glad its gone now.
Strange thing is that it was not visible on CPU loading...)

Anyway, Mirek, thanks for your help on this issue.

Best regards,

Tom