Subject: How do I use WIndows Message pump timer?
Posted by jeff1101 on Thu, 18 May 2006 02:01:02 GMT
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Sorry if this topic should not be here.

I have reused CounterCtrl. How do I write the code to set a timer that will trigger a callback function at the appropriate time ?

I dont want to start a new thread just to do this. I do want the message pump of windows to call the callback function when the timer is set.

Thanks.

Subject: Re: How do I use WIndows Message pump timer?
Posted by mirek on Thu, 18 May 2006 03:20:39 GMT
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jeff1101 wrote on Wed, 17 May 2006 22:01Sorry if this topic should not be here.

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I dont want to start a new thread just to do this. I do want the message pump of windows to call the callback function when the timer is set.

Thanks.

```
void *SetTimeCallback(int delay_ms, Callback cb, void *id = NULL); // delay_ms < 0 -> periodic
void  KillTimeCallback(void *id);
bool  ExistsTimeCallback(void *id);
dword GetTimeClick();

inline
void  PostCallback(Callback cb, void *id = NULL)              { SetTimeCallback(1, cb, NULL); }

class TimeCallback
{
public:
 ~TimeCallback()                    { Kill(); }

 void Set(int delay, Callback cb)     { ::SetTimeCallback(delay, cb, this); }
 void Kill()                        { ::KillTimeCallback(this); }
 void KillSet(int delay, Callback cb) { Kill(); Set(delay, cb); }
```

```
};

......

class Ctrl {
....
 void    SetTimeCallback(int delay_ms, Callback cb, int id = 0);
 void    KillTimeCallback(int id = 0);
 void    KillSetTimeCallback(int delay_ms, Callback cb, int id);
 bool    ExistsTimeCallback(int id = 0) const;
 void    PostCallback(Callback cb, int id = 0);
 void    KillPostCallback(Callback cb, int id);
.....
};
```

Mirek

Subject: Re: How do I use WIndows Message pump timer?
Posted by jeff1101 on Thu, 18 May 2006 15:09:02 GMT
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HI,

Excuse, how do I use your example? I modified the CounterCtrl class like so. (This is just a snippet)

```
void  CounterCtrl::Paint(Draw& w)
{
 Size sz = GetSize();
 w.DrawRect(sz, paper);
 String txt = AsString(number);
 sz = (sz - w.GetTextSize(txt, font)) / 2;
 w.DrawText(sz.cx, sz.cy, txt, font, ink);
}

/***
void  CounterCtrl::LeftDown(Point, dword)
{
 number++;
 Refresh();
}
***/
```

I commented out LeftDown() because I dont want that trigger event . What I do want is a trigger event that happens every second and that I will then handle with the customized code I have in mind.

Thanks.

regards
Jeffrey

Subject: Re: How do I use WIndows Message pump timer?
Posted by mirek on Thu, 18 May 2006 15:47:08 GMT
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```
void CounterCtrl::Inc()
{
  number++;
  Refresh();
}

CounterCtrl::CounterCtrl()
{
  SetTimeCallback(THISBACK(Inc), -1000, 33);
}
```

Actually, that '33' is somewhat faulty (you should rather follow "TIMEID" enum protocol), but as the first iteration, it is OK.

Mirek

Subject: Re: How do I use WIndows Message pump timer?
Posted by jeff1101 on Wed, 24 May 2006 09:34:06 GMT
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Ahhh, I understand now. I will try this and give feedback on the results. Thanks.

Subject: Re: How do I use WIndows Message pump timer?
Posted by jeff1101 on Wed, 24 May 2006 15:12:51 GMT
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Hi,

Got the ff errors on compile: (Do I need to include an *.h file to use SetTimeCallback() ?)

C:\MyApps\Counter\Counter.cpp: In member function `void CounterCtrl::InitTimer

(int)':
C:\MyApps\Counter\Counter.cpp:16: error: `CLASSNAME' has not been declared
C:\MyApps\Counter\Counter.cpp:16: error: ISO C++ forbids taking the address of
an unqualified or parenthesized non-static member function to form a poin
ter to member function. Say `&CounterCtrl::Inc'
C:\MyApps\Counter\Counter.cpp:16: error: invalid conversion from `int' to `_CN
ULL'
C:\MyApps\Counter\Counter.cpp:16: error: initializing argument 1 of `Callbac
k::Callback(_CNULL)'
Exitcode: 1
compiled in (0:03.12)
1 file(s) compiled in (0:03.12) 3125 msec/file

There were errors. (0:03.14)

Thanks

Subject: Re: How do I use WIndows Message pump timer?
Posted by mirek on Wed, 24 May 2006 16:49:44 GMT
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Add

typedef CounterCtrl CLASSNAME;

to the CounterCtrl class definition.

Mirek

Subject: Re: How do I use WIndows Message pump timer?
Posted by jeff1101 on Mon, 05 Jun 2006 14:08:33 GMT
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Hi,

I'm still having some problems. I added the typedef but I still get compile errors. Here is the code:

```
void CounterCtrl::Inc()
{
  number++;
  Refresh();
}
```

```
void CounterCtrl::InitTimer(int seconds)
{
 SetTimeCallback(THISBACK(CounterCtrl::Inc), -1000, 33);
}

Value CounterCtrl::GetData() const
{
 return number;
}

void  CounterCtrl::SetData(const Value& v)
{
 number = v;
 Refresh();
}

void  CounterCtrl::Paint(Draw& w)
{
 Size sz = GetSize();
 w.DrawRect(sz, paper);
 String txt = AsString(number);
 sz = (sz - w.GetTextSize(txt, font)) / 2;
 w.DrawText(sz.cx, sz.cy, txt, font, ink);
}

/***
void  CounterCtrl::LeftDown(Point, dword)
{
 number++;
 Refresh();
}
***/

CounterCtrl::CounterCtrl()
{
 number = 0;
 ink = SBlack;
 paper = SWhite;
 font = StdFont();
 SetFrame(BlackFrame());
}

CounterCtrl::~CounterCtrl() {}
```

Notice how I disabled LeftDown() callback? I wanted to replace it with the Inc() method which gets called at preset intervals by calling the InitTimer() method. When I compile this I get the ff errors:

C:\MyApps\Counter\Counter.cpp: In member function `void CounterCtrl::InitTimer(int)':
C:\MyApps\Counter\Counter.cpp:16: error: invalid conversion from `int' to `_CNULL'
C:\MyApps\Counter\Counter.cpp:16: error: initializing argument 1 of
`Callback::Callback(_CNULL)'
Exitcode: 1
compiled in (0:10.53)
1 file(s) compiled in (0:10.53) 10531 msec/file

There were errors. (0:14.82)

I am thinking the typedef required a specific method signature as input? Can you point me to the right direction? Thanks.

regards

Subject: Re: How do I use WIndows Message pump timer?
Posted by mirek on Mon, 05 Jun 2006 14:32:35 GMT
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My apologies, I swapped parameters:

```
SetTimeCallback(-1000, THISBACK(CounterCtrl::Inc), 33);
```

Mirek
