
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 22:01 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.

```
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 pointer to member function. Say `&CounterCtrl::Inc'

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 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
