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Subject: SetTimeCallback without Graphics  
Posted by [pippo](#) on Thu, 03 Jul 2008 12:29:19 GMT  
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I made a program with graphic interface and I use SetTimeCallback() into my program, to call periodically (between 10ms and 100ms) a routine. Ok.  
All right.

But if I not start the graphic (I not call the "Run" method of TopWindow), the SetTimeCallback have not effect!!  
This happens to you, also?

I resolve with a thread with a Sleep() into a loop...  
Have you got another idea?

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Subject: Re: SetTimeCallback without Graphics  
Posted by [mirek](#) on Thu, 03 Jul 2008 13:22:31 GMT  
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pippo wrote on Thu, 03 July 2008 08:29 I made a program with graphic interface and I use SetTimeCallback() into my program, to call periodically (between 10ms and 100ms) a routine. Ok.  
All right.

But if I not start the graphic (I not call the "Run" method of TopWindow), the SetTimeCallback have not effect!!  
This happens to you, also?

Correct. Note however that even with GUI, you are not getting timer events at any time. You have to return from any invoked method.

Quote:  
I resolve with a thread with a Sleep() into a loop...  
Have you got another idea?

Depends More in depth description of what you are trying to do would help.

Mirek

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