
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?

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 08:29I made a program with graphic interface and I use SetTimeCallBack() into my program, to call periodically (between 10ms and 100ms) a routine. Ok.
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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
