
Subject: How to run timer just a several cycles?
Posted by [fudadmin](#) on Thu, 20 Apr 2006 08:05:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

How to run timer just a several cycles?

I can't find any blinking effects, so I want to create them myself with a timer. Any hints?

Subject: Re: How to run timer just a several cycles?
Posted by [fudadmin](#) on Thu, 20 Apr 2006 08:25:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, I've found KillTimeCallback(int id). Static int inside my function does the job but is there a ready-made function?

Subject: Re: How to run timer just a several cycles?
Posted by [mirek](#) on Thu, 20 Apr 2006 11:18:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Thu, 20 April 2006 04:25Ok, I've found KillTimeCallback(int id). Static int inside my function does the job but is there a ready-made function?

Why static?

Mirek

Subject: Re: How to run timer just a several cycles?
Posted by [fudadmin](#) on Thu, 20 Apr 2006 15:03:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Thu, 20 April 2006 12:18fudadmin wrote on Thu, 20 April 2006 04:25Ok, I've found KillTimeCallback(int id). Static int inside my function does the job but is there a ready-made function?

Why static?

Mirek

Too many hours without sleep in front of computer...
Ok, is there a ready-made func?

Subject: Re: How to run timer just a several cycles?

Posted by [mirek](#) on Thu, 20 Apr 2006 16:01:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

fudadmin wrote on Thu, 20 April 2006 11:03luzr wrote on Thu, 20 April 2006 12:18fudadmin wrote on Thu, 20 April 2006 04:25Ok, I've found KillTimeCallback(int id). Static int inside my function does the job but is there a ready-made function?

Why static?

Mirek

Too many hours without sleep in front of computer...
Ok, is there a ready-made func?

No, mostly because I have never met a need for.

What scenario needs this?

Mirek

Subject: Re: How to run timer just a several cycles?

Posted by [fudadmin](#) on Thu, 20 Apr 2006 18:01:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Thu, 20 April 2006 17:01fudadmin wrote on Thu, 20 April 2006 11:03luzr wrote on Thu, 20 April 2006 12:18

Why static?

Mirek

Too many hours without sleep in front of computer...
Ok, is there a ready-made func?

No, mostly because I have never met a need for.

What scenario needs this?

Mirek

Controlled animation! Have you got other ideas how to implement that?

Subject: Re: How to run timer just a several cycles?

Posted by [mirek](#) on Thu, 20 Apr 2006 18:30:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, actually, I think your approach is a good idea.

Maybe it could be encapsulated by some nice helper class.

```
struct Animator {  
    int phase;  
    void Start(int phases, Callback anim);  
};
```

Mirek
