

## Re: fixed time slices?

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Hm, I'm using another mainboard for some months. Maybe the other one's driver did something different/better.

Thanks for the note about the multimedia-timers. I again needed to convert some headers to use them, but it seems to work.

The thread that calls the multimedia-timer callback function isn't the same as the one that created the timer. From within the callback-procedure, a loop like

```
for i := 1 to n do sleep(s);
```

takes about  $n \cdot (s+1)$  ms. What's different with this thread?

What I basically want is a real sleep(1ms) function, that consumes less CPU than brute force waiting, and after sleep have something done from within the sleep-thread.

Gruss

Jan Bruns

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