

Re: Timer

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-06/msg00722.html>

- *From:* "William DePalo [MVP VC++]" <willd.no.spam@xxxxxxxx>
 - *Date:* Sat, 18 Jun 2005 23:41:17 -0400
-

<bob@xxxxxxxxxxxxxxxx> wrote in message
news:1119151225.279402.14150@xx
> Using timeBeginPeriod(1); in my code seems to
> make no difference. The number of calls per
> second to my function is the same.

Is the code `_small_` enough to paste here?

Is your function sensitive to the thread context in which it runs? If not, you can use `timeBeginPeriod()` to set the resolution appropriately and `timeSetEvent()` to schedule your function to run at periodic intervals in a thread created by Windows' multimedia.

Regards,
Will

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- *Follow-Ups:*
 - ◆ **Re: Timer**
 - ◇ *From:* bob
 - *References:*
 - ◆ **Timer**
 - ◇ *From:* bob
 - ◆ **Re: Timer**
 - ◇ *From:* andré m.a
 - ◆ **Re: Timer**
 - ◇ *From:* Jochen Kalmbach [MVP]
 - ◆ **Re: Timer**
 - ◇ *From:* William DePalo [MVP VC++]
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Re: Timer

◇ *From:* Jochen Kalmbach [MVP]

◆ ***Re: Timer***

◇ *From:* bob

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