
Subject: Evenly timed events in a widget program
Posted by [dg86](#) on Sun, 15 Sep 2013 16:33:09 GMT
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Dear Folks,

I'm working on a widget program that resembles a TV screen with icons overlaid on the video. In my present implementation, a widget timer event triggers updates of the TV screen, while users interacting with the icons generate other widget events. My problem is that the timer events can get stacked up behind a great many user-generated events, causing the TV screen to update erratically.

Is there a way to convince xmanager to act on timer events as soon as they arrive, rather than working its way systematically but indiscriminately through the stack of events?

Alternatively, is there a way to run the TV widget as some sort of background process that runs on its own fixed schedule independent of the user interaction in the foreground?

If the best answer is to ditch xmanager and to call `widget_event` directly, can anyone point me to an effectively written example that I might use as a model for my own code?

Many thanks,

David
