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Subject: asynchronous timers

Posted by [markb77](#) on Thu, 14 Aug 2014 10:40:01 GMT

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Has anyone put to use the new "asynchronous timer" that was introduced in version 8.3?

I was just reading the help section for it and noticed that this timer can "interrupt pro code" when it fires. hmmm. Does this offer some possibilities for pseudo-"multithreaded" operation? For example, one process could be off doing a heavy calculation, and a separate gui process could periodically fire a timer and update it's display?

thoughts?

thanks

Mark

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