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Subject: Re: asynchronous timers

Posted by [markb77](#) on Wed, 20 Aug 2014 15:59:16 GMT

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hi Doug,

Thanks for the info. If the timer did have the ability to interrupt "Long running PRO code", then I could imagine using it to periodically update the GUI, for example, rather than it appearing to be frozen while the long PRO code is running. I suppose this could get quite complicated though, and there are probably other solutions to avoiding the "frozen GUI" problem.

Mark

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