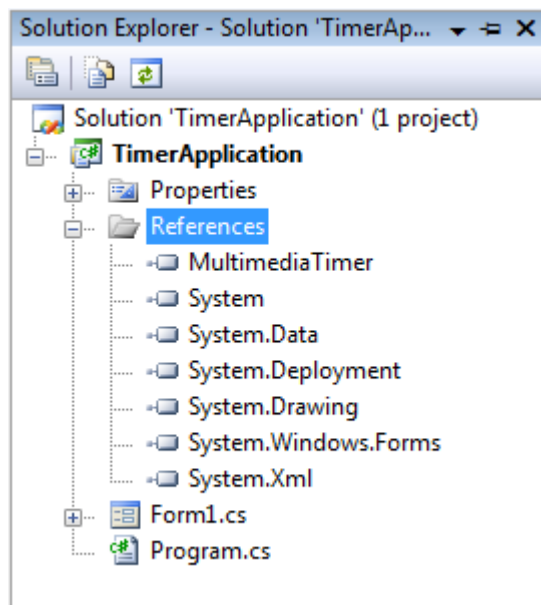
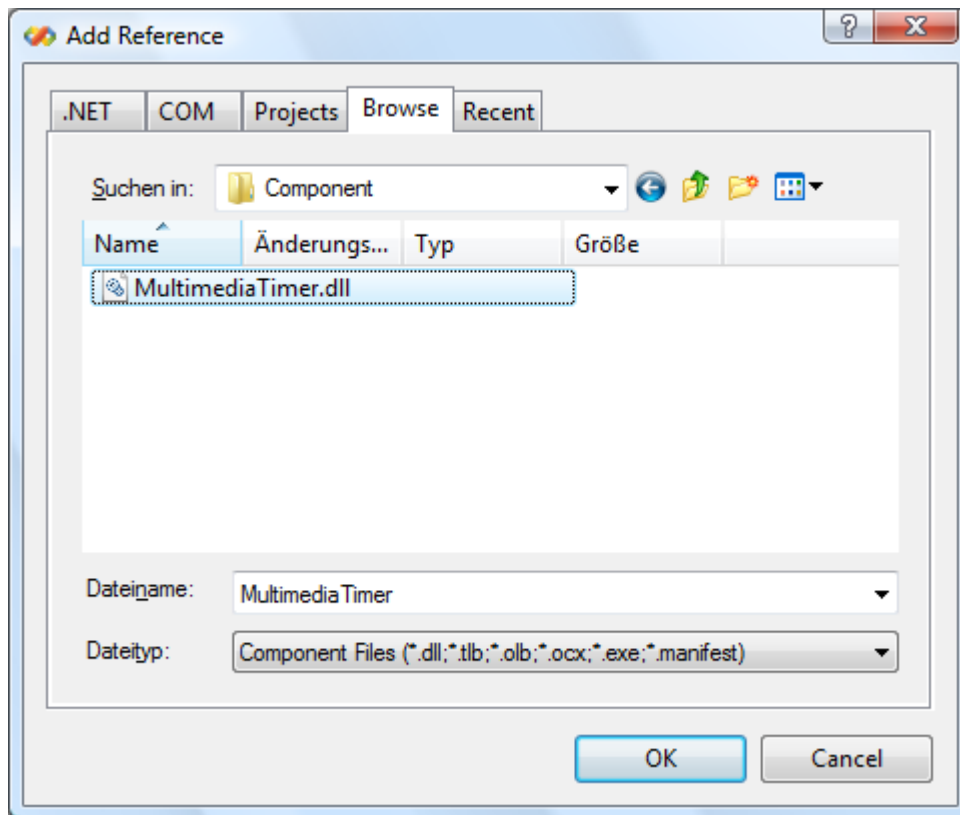


ADD MULTIMEDIATIMER- REFERENCE TO VS- SOLUTION



FUNCTIONS AND POPERTIES:

```
public class TMultimediaTimer
{

//~~~~~
    /// <summary>standard constructor
    /// <param name="ParentControl">Specify parent control if callbacks should be invoked
    ///                                     (more overhead!), null otherwise</param>
    /// </summary>
    public TMultimediaTimer(Control ParentControl)

//~~~~~
    /// <summary>overloaded constructor
    /// <param name="ParentControl">Specify parent control if callbacks should be invoked
    ///                                     (more overhead!), null otherwise</param>
    /// <param name="Interval">time interval, unit = ms</param>
    /// <param name="OnTimer">timer callback function</param>
    /// </summary>
    public TMultimediaTimer(Control ParentControl, uint Interval,
        TMultimediaTimerCallback OnTimer)

//~~~~~
    /// <summary>Enables the timer
    /// </summary>
    public void Enable()

//~~~~~
    /// <summary>Disables the timer
    /// </summary>
    public void Disable()

//~~~~~
    /// <summary>Specify timer interval, unit = ms
    /// </summary>
    public uint Interval

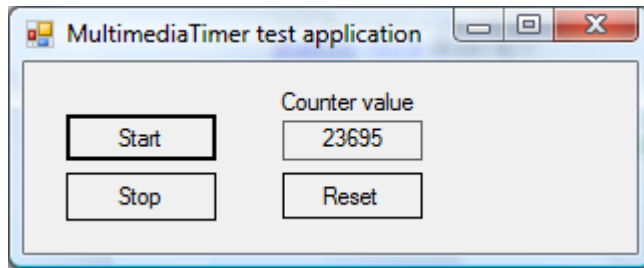
//~~~~~
    /// <summary>Enables/Disables the timer
    /// </summary>
    public bool Enabled

//~~~~~
    /// <summary>Stall timer callbacks (timer stays active while callbacks are ignored)
    /// </summary>
    public bool Stalled

//~~~~~
    /// <summary>Specify timer callback function using function delegates
    /// </summary>
    public TMultimediaTimerCallback OnTimer

}
```

TESTAPPLICATION:



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;

using MPS; // --> use namespace MPS

namespace TimerApplication
{
    public partial class Form1 : Form
    {
        TMultimediaTimer MMTimer1;
        uint Counter = 0;

        public Form1()
        {
            InitializeComponent();

            MMTimer1 = new TMultimediaTimer(null); // --> null means no callback invoking --> less overhead
                                                    // --> less CPU load
            MMTimer1.Interval = 1;                // --> 1ms interval
            MMTimer1.OnTimer = OnMMTimer1;        // --> specify timer callback via function delegate

            timer1.Enabled = true;
        }

        private void Form1_FormClosing(object sender, FormClosingEventArgs e)
        {
            MMTimer1.Disable();
            timer1.Enabled = false;
        }

        void OnMMTimer1(TMultimediaTimer Sender)
        {
            Counter++;
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            textBox1.Text = Counter.ToString();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MMTimer1.Enable();
        }

        private void button2_Click(object sender, EventArgs e)
        {
            MMTimer1.Disable();
        }

        private void button3_Click(object sender, EventArgs e)
        {
            Counter = 0;
            textBox1.Text = "0";
        }
    }
}
```