

# Timer Control

This chapter covers the following topics:

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  - Attributes for Timer
  - Events
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## Description

A timer is a dialog element which is invisible to the end user but which allows events to be triggered periodically in the dialog. You can, for example, update the STRING attribute of a text constant control with the Click Event of a timer.

### Example:

```
#TC-1.STRING:= *TIMX
/* Display the system time in the text-constant
/* control #TC-1 and update the time (= timer /* control click event) every 1000 milliseconds
/* (TIMER-INTERVAL attribute).
```

### Note:

It is not recommended to write code that counts clicks in the timer click-event handler, because the click events that occur while the system is busy may get lost.

## Attributes for Timer

Attribute Name	Query	Set/Modify	In Attr. Window
CLIENT-DATA	X	X/X	
CLIENT-HANDLE	X	X/X	
CLIENT-KEY	X	X/X	
CLIENT-VALUE	X	X/X	
FIRST-CHILD	X	-/-	
LAST-CHILD	X	-/-	
PARENT	X	X/-	
PREDECESSOR	X	-/-	
SUCCESSOR	X	-/-	
SUPPRESS-CLICK-EVENT	X	X/X	
TIMER-INTERVAL	X	X/X	
TYPE	X	X/-	

# Events

Click Event (may be suppressed).