Timer

using System.Windows.Threading;

DispatcherTimer dt = new DispatcherTimer();

dt.Interval = TimeSpan.FromSeconds(2);

dt.IsEnabled = true;

dt.Tick += ShowMessage;

dt.Start();

private void ShowMessage(object sender, EventArgs e)

{

m\_messageBoxViewModel.Initialize("title", " sprava");

m\_windowManager.ShowDialog(m\_messageBoxViewModel);

}

Timer si zaregistruje metodu ShowMessage ktera bude zobrazovana podle hodnoty v dt.Interval .

Pokud nefunguje DispatcherTimer muzeme pouzit tridu System.Timers.Timer();

static System.Timers.Timer \_timer = new System.Timers.Timer();

static void Main()

{

\_timer.Interval = 5000;

\_timer.Elapsed += \_timer\_Tick;

\_timer.Enabled = true;

Console.WriteLine("Press any key to exit...");

Console.ReadKey(); // Block until you hit a key to prevent shutdown

}

static void \_timer\_Tick(object sender, ElapsedEventArgs e)

{

Console.WriteLine("Timer Elapsed!");

}

Works in Pricing