

SystemTask

Give DAs a chance to perform periodic actions

#include <Desk.h>

Desk Managervoid **SystemTask**();

Call **SystemTask** at least once each time through your event loop. It lets the Desk Manager process such periodic DA events as updating the display of a clock.

Returns: none

Notes: **SystemTask** should be called at least once every 17ms (1/60-th of a second). Normal usage is to put it inside a part of the event loop that always gets executed:

```
main()
{
    InitGraf();
    .
    .    ... initialize other stuff ...
    .
    while (TRUE)                /* Loop forever; terminate via */
        EventLoop();           /* ExitToShell elsewhere */
}

EventLoop()
{
    MaintainCursor();
    MaintainMenus();
    SystemTask();
    if ( GetNextEvent( everyEvent, &theEvent) ) {
        .
        .    ... process events ...
        .
    }
}
```

DAs wanting a timeslice every so often should set bit 5 of the drvFlags word and a tick count in drvDelay in the driver header. You should not depend on any particular accuracy, since an application may fail to call **SystemTask** often enough (e.g., when saving a file). To receive periodic timeslices with more accuracy, install a vertical retrace task via **VInstall** or a timer interrupt task via **InsTime**.