**setpainttimer**

Function of setting a repainting interval for the current editor window or control window.

**Syntax:**

**setpainttimer**(*time*);

**Arguments:**

*time –* repainting interval in milliseconds.

**Description:**

*setpainttimer(time)* *–* the function sets a repainting interval *time* (in milliseconds) for the current editor window or control window.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **setpainttimer**(500); |