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Subject: Re: Run function after X milliseconds  
Posted by [Omar007](#) on Mon, 18 Jan 2010 19:32:12 GMT  
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OK great it works

I only got 2 more things;

1. How can i retrieve the music volume settings of renegade?
2. When i quit the game in progress it doesnt stop playing. Atm i got the Stop(); function called on GameOver Hook but quitting the game wont be hooked by this function. Any solution or other hook?

EDIT:

Ok i was thinking why it wouldnt be easier to multithread with a class or w/e and i found this online:

<http://www.codeproject.com/KB/threads/SynchronizedThreadNoMfc.aspx>

It works really easy ^^

So far all lazy ppl like me () get it

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