Q: While drawing in a window performing animation, I also want to be able to accept events, such as a key stroke.   But the animation must continue if no event occurs.   Timed entries are not a solution because the animation must be continuous and smooth and is being drawn too fast for the granularity that timed entries provide.

A: Use DPSPeekEvent() to catch events while not blocking.

QA51

Valid for 1.0, 2.0, 3.0, 3.1