Idle Time Processing Component: Overview

The Idle Time Processing component overrides the `OnIdle` member function to a **CWinThread**-derived class in your project. This function will be called whenever your application is idle, that is, when the application's message queue is empty. You can use this component as a starting point for adding idle-time processing to your application.

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Idle Time Processing Component: Specifics

This component displays a list of **CWinThread**-derived classes that are in your project. Select the desired class, and choose the **OK** button.

The `OnIdle` function inserted by this component contains a call to the base class's implementation of `OnIdle` and an empty block for you to insert your own code.

For more information on idle-time processing, see **CWinThread::OnIdle** and **CWinApp::OnIdle** in the *Microsoft Foundation Class Reference*.

Idle Time Processing Component: Results

This component makes the following change to your project:

- The `OnIdle` member function is overridden in the selected **CWinThread**-derived class.

Idle Time Processing Component: Select Class

Use this dialog box to select a class in which to override the `OnIdle` function.

Add an OnIdle handler to   From the list of **CWinThread**-derived classes, select the name of the class in which to override the `OnIdle` function.