

# Timer for Animation

Note: The DispatcherTimer is safe to use when moving UI elements within the event handler code.

## Key Concepts

Add to the 'using' section at the top:

```
using System.Windows.Threading;
```

Within your class, as a global add:

```
DispatcherTimer myTimer = new DispatcherTimer();
```

(use any name that makes sense for you, replace myTimer with the name you want)

Set up the timer 'Tick' event and event handler: (usually in the constructor)

```
myTimer.Tick += DispatcherTimer_Tick;
```

(There is a trick where you can type myTimer.Tick += then press Tab to auto-create the event handler.

Set the frequency for the 'Tick' calls:

```
myTimer.Interval = new TimeSpan(0, 0, 0, 0, 100);
```

This example ticks one every 100 milliseconds.

Add a method that looks like this:

```
private void DispatcherTimer_Tick(object sender, EventArgs e)  
{  
    // Add any code you want called for each timer interval  
}
```

Note: The name must match the same name used when connecting the event handler to the Tick event. In this case the name is DispatcherTimer\_Tick.

To start the timer:

```
myTimer.Start();
```

To stop the timer:

```
myTimer.Stop();
```