**local** sStartUpdateTime

**local** sFrameRate

**local** sUpdateMessageId

**on** preOpenStack

 **set** the acceleratedRendering of this stack to true

 **set** the navigationArrows to false

 startUpdatingTheScreen 50

**end** preOpenStack

**on** activateScreenUpdates pFrameRate

 **if** pFrameRate is empty **then** **put** 50 into pFrameRate

 stopUpdatingTheScreen

 startUpdatingTheScreen 50

**end** activateScreenUpdates

**on** startUpdatingTheScreen pFrameRate

 **put** pFrameRate into sFrameRate

 **put** 0 into sStartUpdateTime

 **send** "dispatchUpdateScreen" to me in 0 millisecs

 **put** the result into sUpdateMessageId

**end** startUpdatingTheScreen

**on** stopUpdatingTheScreen

 **if** sUpdateMessageId is not empty **then**

 **cancel** sUpdateMessageId

 **end** **if**

 **put** empty into sUpdateMessageId

**end** stopUpdatingTheScreen

**on** dispatchUpdateScreen

 **local** tThisFrameTime

 **put** the long seconds into tThisFrameTime

 **if** sStartUpdateTime is 0 **then**

 **put** the long seconds into sStartUpdateTime

 **end** **if**

 **lock** screen

 **dispatch** "updateScreen" to this card with tThisFrameTime

 **unlock** screen

 **local** tTheTimeNow

 **put** the long seconds into tTheTimeNow

 **local** tNextFrameCount

 **put** round((tTheTimeNow - sStartUpdateTime) \* sFrameRate + 0.5) into tNextFrameCount

 **send** "dispatchUpdateScreen" to me in (sStartUpdateTime + (tNextFrameCount \* (1 / sFrameRate)) - tTheTimeNow) seconds

 **put** the result into sUpdateMessageId

**end** dispatchUpdateScreen

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