**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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