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Subject: Re: Time and Idle

Posted by [dolik.rce](#) on Tue, 01 Mar 2011 09:42:19 GMT

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Hi Wlad,

Wlad wrote on Tue, 01 March 2011 10:041. How can I find the time to within one millisecond precision?

If I remember correctly, there is GetTicks() function returning the number of milliseconds, which can be used to do this. Most of the time however, such precision is only useful for measuring purposes. If that is your case, have a look at TimeStop class, which provides easy way to measure time intervals with the precision you requested.

Wlad wrote on Tue, 01 March 2011 10:042. Is it an "OnIdle" event in U++?

AFAIK there is no such thing in U++ (but I might be wrong ). It might be possible to "emulate" it using callbacks... Could you describe a bit what do you need it for? In most cases it can be just done in some other way

Best regards,

Honza

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