

---

Subject: Re: Tlme and Idle

Posted by [Wlad](#) on Tue, 01 Mar 2011 10:15:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi, Honza,

dolik.rce wrote on Tue, 01 March 2011 11:42

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.

TNX!

dolik.rce wrote on Tue, 01 March 2011 11:42Wlad 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

I'll try to explain the roots of the problem.

They are stemmed from VERY large old application developed by an other guy.

It was developed at early 90s and DID NOT use multithreading.

You know... MANY tasks processed in loop, every new sequence of which was initiated by receiving ON\_IDLE mrssage...