
Subject: Re: time measurement :: RTIMING, TimeStop, GetTickCount
Posted by [Wolfgang](#) on Wed, 09 May 2012 13:48:56 GMT

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hmm, looks interessting.

Isn't this a little bit to time consuming?

I'll try later if this would do the job better for me but with the "simple" GetTickCount I get values between 2 and ~60ms for a ping packet from my app to my local server - and this seems to be ok, for me?!

But thanks anyway for your answer, its quite nice to see another way with a higher resolution.
Maybe I'll need it in the future..
