
Subject: Re: time measurement :: RTIMING, TimeStop, GetTickCount
Posted by [dolik.rce](#) on Wed, 09 May 2012 16:07:13 GMT

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You are right cbporter, for very short times it is not precise enough. Also it can depend on the way compiler optimizes the code, I think. If one just needs to know if it takes 10ms or 100ms to send a packet, it is accurate enough

IMHO the best way to achieve good resolution is usually to perform the task many times and measure total time, averaging it later - that is the way TIMING() does it. Using this trick you can get resolution in microseconds, assuming there is not too big deviation between the lengths of single actions.

Honza
