Subject: Re: time measurement :: RTIMING, TimeStop, GetTickCount
Posted by dolik.rce on Fri, 11 May 2012 18:23:24 GMT
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I just accidentally stumbled upon the new C++11 way to measure times. With <chrono> header, you can do something like this:

```
#include <chrono> //requires -std=c++11

#include <Core/Core.h>
using namespace Upp;

CONSOLE_APP_MAIN{
 auto start = std::chrono::high_resolution_clock::now();
 Sleep(1); //execute your code here
 auto duration = std::chrono::high_resolution_clock::now() - start;
 auto result=std::chrono::duration_cast<std::chrono::microseconds>(duration).count();
 LOG(result << " us");
}
```

Sorry for the stupid use of the "auto" keyword... I was too lazy to type the full type names for time_point and duration - they are almost as long as in Java Reference for the header can be found at this great site: http://en.cppreference.com/w/cpp/chrono (thanks Sender Ghost for showing me)

The resolution seems to be in microseconds (when I formatted the output to nanoseconds, it showed only multiples of 1000) on my system, but it might vary on other machines/platforms.

Best regards,
Honza