Subject: Re: time measurement :: RTIMING, TimeStop, GetTickCount
Posted by dolik.rce on Sat, 12 May 2012 10:03:48 GMT

cbpporter wrote on Sat, 12 May 2012
10:13std::chrono::duration_cast<std::chrono::microseconds>(duration).count()

Really? WTF is happening with C++?
I thought exactly the same when I saw it first It would get better with "using namespace std::chrono;", but still the style is not really up to my taste - a lot of static methods, specialized type members in each class, and other syntactic constructions that just make it all longer... Maybe we should create a nice, shorthand U++ wrapper

Honza