
Subject: Re: High resolution TimeStop code
Posted by [cbpporter](#) on Tue, 03 Jan 2017 12:10:38 GMT
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Since high resolution timer issue was not solved I switched away from TimeStop a long time ago.

I use Stopwatch right now. Been using it for over a year, so I hope it is good. I'll try to merge it into TimeStop.

BTW, I'm not a native English speaker and I needed a native English speaker to tell me "WTF is a TimeStop? You mean a Stopwatch?".

The answer was yes...

```
#ifndef __TIMESTOP_HPP__
#define __TIMESTOP_HPP__

#include <Core/Core.h>

using namespace Upp;

#ifdef PLATFORM_WIN32

class Stopwatch : Moveable<StopWatch> {
    LARGE_INTEGER start;
    LARGE_INTEGER stop;
    LARGE_INTEGER freq;

public:
    double Elapsed() {
        QueryPerformanceCounter(&stop);
        return (stop.QuadPart - start.QuadPart) * 1000.0 / freq.QuadPart;
    }

    double Seconds() {
        return (double)Elapsed() / 1000;
    }

    String ToString() {
        double time = Elapsed();
        return Format("%d.%03d", int(time / 1000), int(time) % 1000);
    }

    void Reset() {
        QueryPerformanceFrequency(&freq);
        QueryPerformanceCounter(&start);
    }
}
```

```

StopWatch() {
    Reset();
}
};

#endif

#ifdef PLATFORM_POSIX

#include <time.h>

class StopWatch : Moveable<StopWatch> {
    timespec start;

public:
    double Elapsed() {
        timespec end;
        clock_gettime(CLOCK_REALTIME, &end);

        return (end.tv_sec - start.tv_sec) * 1000.0 + (end.tv_nsec - start.tv_nsec) / 1000000.0;
    }

    double Seconds() {
        return (double)Elapsed() / 1000;
    }

    String ToString() {
        double time = Elapsed();
        return Format("%d.%03d", int(time / 1000), int(time) % 1000);
    }

    void Reset() {
        clock_gettime(CLOCK_REALTIME, &start);
    }

    StopWatch() {
        Reset();
    }
};

#endif

#endif

```
