
Subject: [SOLVED] Re: Showing elapsed time
Posted by [Giorgio](#) on Fri, 03 Feb 2017 08:03:13 GMT
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deep wrote on Thu, 02 February 2017 18:37 Use GetSysTime() function.
use SetTimeCallback at desired interval to show elapsed time.
Callback function to calculate elapsed time.

Hi Deep,
thank you for your answer. I found in the documentation that I had to use SetTimeCallBack, but my problem was how to use it properly. Probably is a trivial problem, but as a newbie I could not find a way to put together all these bit and pieces. At the end I found this way: I share it here, maybe it could be useful in future for other newbies.

In the constructor of the main object (in my case the window called "HomeScreen" containing the label I put the timer in):
SetTimeCallback(-1000, callback(this , &HomeScreen::Timer));

The function Timer is the one called to show/refresh the

```
void HomeScreen::Timer()
{
    int64 sectot = myMLav.GetTimer();

    int secondi = sectot%60;
    int64 minuti = sectot/60 - ((int64)sectot/3600)*60;
    int64 ore = sectot/3600;

    StatusTimer.SetText(AsString(ore) + ":" + AsString(minuti) + ":" + AsString(secondi));
}
```