Zbych wrote on Thu, 06 December 2018 20:19mirek wrote on Thu, 06 December 2018 19:46A the moment, it seemed like a good solution to use what C++ lib provides.

I strongly disagree.

Yet you are proposing using C++ lib as well :)

Quote:
My proposition is to use steady_clock for msecs instead:

int msecs(int prev)
{
 auto p2 = std::chrono::steady_clock::now();
 return (int)std::chrono::duration_cast<std::chrono::milliseconds>(p2.time_since_epoch()).count() - prev;
}

Accepted. I think this is a good idea, we just need to remember that msecs is steady and usecs is not. I guess there is little harm that way - we can anticipate the use of msecs to synchronize things like sockets and usecs to benchmark things (and that is notoriously unstable for other reasons too).

Mirek