
Subject: Time should contain msec too

Posted by [Mindtraveller](#) on Wed, 16 Apr 2008 18:08:25 GMT

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Sometimes it is very useful to handle time in milliseconds. I think it would be handy to have milliseconds in Time class. A lot of operations are executed in 0.5-2 seconds, and it is vital to see something more than 0 or 1 as a result.

What do you think?

Subject: Re: Time should contain msec too

Posted by [mirek](#) on Wed, 16 Apr 2008 18:19:39 GMT

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Mindtraveller wrote on Wed, 16 April 2008 14:08 Sometimes it is very useful to handle time in milliseconds. I think it would be handy to have milliseconds in Time class. A lot of operations are executed in 0.5-2 seconds, and it is vital to see something more than 0 or 1 as a result.

What do you think?

I do not know. If I need subsecond times, I usually use int or double.

The whole purpose of Time or Date IMO is that they are not decimal. Once you have time as double, you can always convert to Time quite easily.

Mirek

Subject: Re: Time should contain msec too

Posted by [Mindtraveller](#) on Wed, 16 Apr 2008 20:43:50 GMT

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Actually I was talking about detecting system time in milliseconds for various purposes (i.e. profiling). Something like Win32` GetTickCount() or even greater accuracy - with RDTSC.

Subject: Re: Time should contain msec too

Posted by [mirek](#) on Thu, 17 Apr 2008 10:35:32 GMT

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RTIMING, GetTickCount, TimeStop etc?

The most useful for profiling is RTIMING.

Mirek

Subject: Re: Time should contain msec too
Posted by [mdelfede](#) on Thu, 17 Apr 2008 20:09:42 GMT
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I think that the only thing that's really missing in UPP is documentation !

Max

Subject: Re: Time should contain msec too
Posted by [mr_ped](#) on Fri, 18 Apr 2008 07:48:26 GMT
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I think it should be the magic documentation. I.e. you just look at it for 5min, and you know everything and never forget any piece of it. And also it should update with every new version automatically.

Now that would really help me.
