
Subject: [SOLVED] Showing elapsed time
Posted by [Giorgio](#) on Thu, 02 Feb 2017 14:59:53 GMT
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Hi there,
I have this application that measures the time an operator in a factory spends to perform some activity. The operator pushes a start button, perform his activity and when he is done comes backs, enter a description of the activity performed and the press a stop button to save everything into a database. When the operator pushes the start button a record is saved into the database with the ID and the start time. When he pushes the stop button the record is updated with the end time. I need to show on the window a control with the elapsed time i.e. the time spent by the operator performing the activity. This timer should shows zero when the start button is pushed and should reset when the stop button is pushed. I know that it is an easy task to implement this, but I spent a lot of time lurking the forum and reading the documentation, without find a way to do that. Could someone give me a help on this?
Thanks,
Gio

Subject: Re: Showing elapsed time
Posted by [deep](#) on Thu, 02 Feb 2017 17:37:34 GMT
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Use GetSysTime() function.

Time start, end;

```
start = GetSysTime(); // at start  
end = GetSysTime(); // When stop button pressed.
```

(end - start) will be int64 elapsed time.

if you want to show continuous elapsed time from start.
use SetTimeCallback at desired interval to show elpsed time.
Callback function to calculate elapsed time.

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 18:37Use GetSysTime() function.
use SetTimeCallback at desired interval to show elpsed 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));  
}
```
