

Re: Get time & milliseconds.

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2008-07/msg00001>

- *From:* "Chris Tacke, MVP" <ctacke.at.opennetcf.dot.com>
 - *Date:* Tue, 1 Jul 2008 12:09:12 -0500
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I disagree that it's "not serious". It's a reasonable workaround for scenarios where you don't have ms resolution available in the hardware. You can always add additional checks and adjust priorities to help get a more accurate value, but the reality is that the clock serving up the time on damned near every device that runs CE does not provide ms resolution, so you can't magically get milliseconds from them. If you truly need a 100% real and accurate millisecond resolution clock, then you should have put it on the board and customized the OAL to use it to begin with.

-Chris

"ag" <ag@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:61A8CEED-4A2C-4279-8833-7938D3889B6E@xxxxxxxxxxxxxxxxxxxx>

Chris,

Ok, this code is fun, but not serious ! What if in your get method, the seconds are updated just after you compute the ms ? DateTimeNow and GetTickCount aren't sourced from the same clock, aren't sync'ed. Your method could return 999ms at the start of a new second.

arnaud.

"Chris Tacke, MVP" wrote:

Something like this?

<http://community.opennetcf.com/articles/cf/archive/2007/11/20/getting-a-millisecond-resolution-dat>

-Chris

"ag" <ag@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:FA8A4ABE-84CC-4609-A745-C53533C46EEC@xxxxxxxxxxxxxxxxxxxx>

> Hello,

>

> I would like to record the actual time when a specific interrupt > occurs.

> Using GetSystemTime limits resolution to seconds, and I need

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> milliseconds...
> What is the best solution ?
>
> GetTickCount returns milliseconds from the start of the device. I could
> have
> a thread waiting each start of a new second and record the tickcount. >
How
> can
> I generate an event triggered when system time updates its seconds ?
>
> thanks for any help !
> arnaud.
>