Timer System

The timer system creates and managers various timers. The timer system contains a map of timer names mapped to a pair of a timer and its stored time. A stored time is a time which has been logged which can be retrieved later without it being further updated by the elapsed time.

A timer can be created with the **startTimer** function which requires a unique timer name. This will start the timer and add it to the timer list. **stopTimer** will stop the timer and the function will takes parameters about whether to record the timer and store it in the stored time variable and whether to delete the timer. Of course, if the timer is deleted, so is the stored time.

**getTime** returns the current elapsed time of the timer in seconds and takes parameters about whether to store the current elapsed time and whether to restart the elapsed time from 0. **getStoredTime** gets the time that is stored in the timer, this is not the current elapsed time but the value, which was stored previously, defaults to 0. **getTimePerSecond** returns the result 1 / elapsed time. This result indicates how many times this time occurrence occurs per second.

**getFPS** is a utility function to save writing calling appropriate functions. This will return the result of dividing 1 by the stored time of the timer called ‘FPS’. This will not reset or store the result.

**getTotalTime** is a utility function to save writing calling appropriate functions. This will return the current elapsed time of the ‘TotalTime’ timer and will not reset timer but will store the result.

**removeTimer** will destroy a timer by name and **removeTimers** will destroy all timers.