SFML

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* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [System](http://docs.google.com/dir_60c5c649f8df3b69a45a020d59f81335.htm)

Time.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_TIME\_HPP

26 #define SFML\_TIME\_HPP

27

29 // Headers

31 #include <SFML/System/Export.hpp>

32

33

34 namespace sf

35 {

[40](http://docs.google.com/classsf_1_1Time.htm) class SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)

41 {

42 public :

43

50  [Time](http://docs.google.com/classsf_1_1Time.htm)();

51

60  float asSeconds() const;

61

70  Int32 asMilliseconds() const;

71

80  Int64 asMicroseconds() const;

81

83  // Static member data

[85](http://docs.google.com/classsf_1_1Time.htm#a8db127b632fa8da21550e7282af11fa0)  static const [Time](http://docs.google.com/classsf_1_1Time.htm) [Zero](http://docs.google.com/classsf_1_1Time.htm#a8db127b632fa8da21550e7282af11fa0);

86

87 private :

88

89  friend SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) seconds(float);

90  friend SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) milliseconds(Int32);

91  friend SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) microseconds(Int64);

92

102  explicit [Time](http://docs.google.com/classsf_1_1Time.htm)(Int64 microseconds);

103

104 private :

105

107  // Member data

109  Int64 m\_microseconds;

110 };

111

123 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) seconds(float amount);

124

136 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) milliseconds(Int32 amount);

137

149 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) microseconds(Int64 amount);

150

161 SFML\_SYSTEM\_API bool operator ==([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

162

173 SFML\_SYSTEM\_API bool operator !=([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

174

185 SFML\_SYSTEM\_API bool operator <([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

186

197 SFML\_SYSTEM\_API bool operator >([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

198

209 SFML\_SYSTEM\_API bool operator <=([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

210

221 SFML\_SYSTEM\_API bool operator >=([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

222

232 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator -([Time](http://docs.google.com/classsf_1_1Time.htm) right);

233

244 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator +([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

245

256 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator +=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

257

268 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator -([Time](http://docs.google.com/classsf_1_1Time.htm) left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

269

280 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator -=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

281

292 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator \*([Time](http://docs.google.com/classsf_1_1Time.htm) left, float right);

293

304 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator \*([Time](http://docs.google.com/classsf_1_1Time.htm) left, Int64 right);

305

316 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator \*(float left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

317

328 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator \*(Int64 left, [Time](http://docs.google.com/classsf_1_1Time.htm) right);

329

340 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator \*=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, float right);

341

352 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator \*=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, Int64 right);

353

364 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator /([Time](http://docs.google.com/classsf_1_1Time.htm) left, float right);

365

376 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm) operator /([Time](http://docs.google.com/classsf_1_1Time.htm) left, Int64 right);

377

388 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator /=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, float right);

389

400 SFML\_SYSTEM\_API [Time](http://docs.google.com/classsf_1_1Time.htm)& operator /=([Time](http://docs.google.com/classsf_1_1Time.htm)& left, Int64 right);

401

402 } // namespace sf

403

404

405 #endif // SFML\_TIME\_HPP

406

407

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