The TickCount Function

The **Event Manager** includes the **TickCount** function, which returns the total number of ticks (sixtieths of a second) that have elapsed since the system last started up. The tick count (maintained in the <u>Ticks</u> global variable) is incremented during the vertical retrace interrupt. Because this interrupt can sometimes be disabled, the value **TickCount** returns may not be exact.

Using the **TickCount** function, you can write code that mimics some of the capabilities of the **Time Manager**. For example, your application can cause a routine to be executed at some time in the future by simply waiting until the appropriate time and then executing the desired routine. Your application can delay its own operation by repeatedly calling **TickCount** until <u>Ticks</u> exceeds a specified threshold value. Similarly, your application can obtain elapsed-time information by reading the current tick count at the beginning and at the end of the routine that you want to time.