The Delay Function

There is a better way for your application to delay its own operation than repeatedly calling the **TickCount** function-namely, by executing **Delay**, an operating-system routine that causes the system to wait a specified number of ticks before resuming execution of your application. When **Delay** exits, the Operating System returns the current value of the Ticks global variable to the calling application. **Delay** is used primarily to suspend an application for a particular amount of time and to execute a routine at a later time-after **Delay** has exited. But this provides much less control over a routine's future execution than that provided by the scheduling services of the **Time Manager**. With the **Delay** function, you cannot return to your application's code during the delay. Once you queue and activate a **Time Manager** task, however, control immediately returns to your application.

Furthermore, the **Time Manager** provides far greater accuracy than the **Delay** function. Using the **TickCount** and **Delay** functions may provide sufficiently accurate timing control, but you need to use the **Time Manager** routines in cases where very high resolutions are required, as in performance measurements based on elapsed-time information.