

# C++ Chrono Timeout API Map

Namespace / Class	API (for / until)	Return Type
<code>std::this_thread</code>	<code>sleep_for(dur)</code> <code>sleep_until(tp)</code>	<code>void (N/A)</code>
<code>std::condition_variable</code>	<code>wait_for(lk, dur)</code> <code>wait_until(lk, tp)</code>	<code>std::cv_status::timeout / no_timeout</code>
<code>std::condition_variable</code> (with Predicate)	<code>wait_for(..., pred)</code> <code>wait_until(..., pred)</code>	<code>bool (pred result)</code>
<code>std::timed_mutex</code>	<code>try_lock_for(dur)</code> <code>try_lock_until(tp)</code>	<code>bool (success/fail)</code>
<code>std::unique_lock</code>	<code>try_lock_for(dur)</code> <code>try_lock_until(tp)</code>	<code>bool (owns lock?)</code>
<code>std::future</code> <code>std::shared_future</code>	<code>wait_for(dur)</code> <code>wait_until(tp)</code>	<code>std::future_status::ready / timeout / deferred</code>