#ifdef \_WIN32

#include "gettimeofday.h"

int gettimeofday(struct timeval\* tp, struct timezone\* tzp)

{

static const uint64\_t EPOCH = ((uint64\_t)116444736000000000ULL);

SYSTEMTIME system\_time;

FILETIME file\_time;

uint64\_t time;

GetSystemTime(&system\_time);

SystemTimeToFileTime(&system\_time, &file\_time);

time = ((uint64\_t)file\_time.dwLowDateTime);

time += ((uint64\_t)file\_time.dwHighDateTime) << 32;

/\*converting file time to unix epoch\*/

tp->tv\_sec = (long)((time - EPOCH) / 10000000L);

tp->tv\_usec = (long)(system\_time.wMilliseconds \* 1000);

return 0;

}

int clock\_gettime(int dummy, struct timespec\* ct)

{

LARGE\_INTEGER count;

if (g\_first\_time) {

g\_first\_time = 0;

if (0 == QueryPerformanceFrequency(&g\_counts\_per\_sec)) {

g\_counts\_per\_sec.QuadPart = 0;

}

}

if ((NULL == ct) || (g\_counts\_per\_sec.QuadPart <= 0) || (0 == QueryPerformanceCounter(&count))) {

return -1;

}

ct->tv\_sec = count.QuadPart / g\_counts\_per\_sec.QuadPart;

ct->tv\_nsec = ((count.QuadPart % g\_counts\_per\_sec.QuadPart) \* BILLION) / g\_counts\_per\_sec.QuadPart;

return 0;

}

#endif