#ifdef \_WIN32

#define WIN32\_LEAN\_AND\_MEAN

#include <windows.h>

#include <winsock2.h>

#include <stdint.h>

#include <time.h>

#include "darknet.h"

#define CLOCK\_REALTIME (1)

#define BILLION (1E9)

#ifndef timersub

#define timersub(a, b, result) \

do { \

(result)->tv\_sec = (a)->tv\_sec - (b)->tv\_sec; \

(result)->tv\_usec = (a)->tv\_usec - (b)->tv\_usec; \

if ((result)->tv\_usec < 0) { \

--(result)->tv\_sec; \

(result)->tv\_usec += 1000000; \

} \

} while (0)

#endif // timersub

#ifdef \_\_cplusplus

extern "C" {

#endif

static unsigned char g\_first\_time = 1;

static LARGE\_INTEGER g\_counts\_per\_sec;

int gettimeofday(struct timeval\*, struct timezone\*);

int clock\_gettime(int, struct timespec\*);

#ifdef \_\_cplusplus

}

#endif

#endif