**//Code required to read the precision/ accuracy timer**

// Setup performance counter  
[DllImport("KERNEL32")]  
private static extern bool QueryPerformanceCounter(out long lpPerformanceCount);  
[DllImport("KERNEL32")]  
private static extern bool QueryPerformanceFrequency(out long lpFrequency);  
  
  
// get current system time in microseconds  
private UInt64 PCTime\_us()  
{  
long PCfreq;  
long PCcount;  
  
QueryPerformanceFrequency(out PCfreq);  
QueryPerformanceCounter(out PCcount);  
return ((1000000UL \* (UInt64)PCcount) / (UInt64)PCfreq);  
}