GetTickCount

This function returns amount of time that your system has been running in milliseconds. By comparing two values of getTickCount, you can determine how much time has passed (in milliseconds) between two events. This could be used to determine how efficient your code is, or to time how long a player takes to complete a task.

> **Important Note:** The value returned by this function client-side may not be reliable if a client is maliciously modifying their operating system speed.

Syntax

```
int getTickCount ()
```

Returns

Returns an integer containing the number of milliseconds since the system the server is running on started. This has the potential to wrap-around.