

GetTimers

This function returns a table of all active timers that the resource that calls it has created. Alternatively, only the timers with a remaining time less than or equal to a certain value can be retrieved.

Syntax

```
table getTimers ( [ int theTime = nil ] )
```

Optional Arguments

- **theTime:** The maximum time left (in milliseconds) on the timers you wish to retrieve.

Returns

Returns a table of all the active timers.