

```
1 #ifndef _TIMER_
2 #define _TIMER_
3
4 #include <Windows.h>
5
6 #define WM_SETTIME (WM_USER + 1)
7 #define WM_RESET (WM_USER + 2)
8
9 #define TMR_ADDSEC ((WPARAM)0)
10 #define TMR_SUBSEC ((WPARAM)1)
11 #define TMR_RESET ((WPARAM)2)
12 #define TMR_SET ((WPARAM)3)
13
14 // A shortcut for memory allocation
15 #define NEW(s) ((s*)calloc(1,sizeof(s)))
16
17 // Contains the current time
18 typedef struct _TIME {
19     BYTE hours;
20     BYTE minutes;
21     BYTE seconds;
22 } TIME, * PTIME;
23
24 // Contains all the info about the timer
25 typedef struct _INFO {
26     PTIME pTime; // The _TIME structure
27     PTIME pBaseTime;
28     WORD wTypedTimePlace;
29     char *lpcTime;
30     BOOL isOn;
31     BOOL isSet;
32     BOOL isGoingDown;
33     HANDLE hTimer;
34     HANDLE hTimerQueue;
35 } INFO, * PINFO;
36
37 #endif
```