

Timer for state machine

Create timer
based 'wait'
function for
use in SMS.

eg.

bool timeElapsed

(long delay)

{

1 1 1 1 1

static void

timer running

= false;

static long

startTime

= 0;

if (! timer running)

{ startTime = millis(); }

timer running = true;

// check time elapsed
currentTime = millis();

if (currentTime -
startTime
> delay) = false;
return true;

else
return false;

⊗ make this

into final
class object to

allow
multiple

concurrent

timers