RmvTime Page 1

**RmvTime** Remove task from Time Manager queue

#include <<u>Timer.h</u>> <u>Time Manager</u>

void RmvTime(tmTaskPtr);

<u>QElemPtr</u> *tmTaskPtr*; address of a 12-byte <u>TMTask</u> structure

Trap macro \_\_RmvTime

On entry A0: address of TMTask record

On exit D0: result code

**RmvTime** removes a previously installed element from the <u>Time Manager</u> queue. If the clock was ticking on that timer, it is stopped and its alarm handling routine will not be called.

The **RmvTime** procedure removes the <u>Time Manager</u> task record specified by <u>tmTaskPtr</u> from the <u>Time Manager</u> queue. In both the revised and extended Time Managers, if the specified task record is active (that is, it has been activated but the specified time has not yet elapsed), the tmCount field of the task record returns the amount of time remaining. To provide the greatest accuracy, the unused time is reported as negated microseconds if that value is small enough to fit into the tmCount field (even if the delay was originally specified in milliseconds); otherwise, the unused time is reported in positive milliseconds. If the time has already expired, tmCount contains 0.

In the revised and extended Time Managers, PrimeTime sets the high-order bit of the qType field to 0.

*tmTaskPtr* is the address of a 12-byte <u>TMTask</u> structure previously used in a call to <u>InsTime</u>.

Returns: none