Delay Pause execution for a specified interval

#include <OSUtils.h> **Operating System Utilities**

```
void            Delay(duration, finalTick );
unsigned long   duration ;      number of ticks (1/60-th seconds) to delay
unsigned long   *finalTicks ;   receives system time at end of the delay
```

Delay enables interrupts and keeps control until a specified interval in ticks (1/60-th second units) has elapsed.

duration specifies the desired duration of the delay, in 1/60-th second (16.6 ms) units. For instance, if *duration* = 60, the delay will last approx. 1 second.

finalTicks is the address of a 32-bit long. Upon return, it will contain the value of Ticks (the number of ticks since system startup) as it was when **Delay** returned control.

Returns: none

Notes: Because of the possibility of interrupts being disabled or overridden for short periods, **Delay** may last one or more ticks longer than you requested in *duration*. Thus, you should not rely on pinpoint accuracy here.

The *finalTicks* parameter can be used as an accuracy gauge to see if you did lose a tick or two.

The global variable Ticks is updated upon every vertical retrace. See **VInstall** for related information.

Ticks are generally referred to as 1/60th of a second. It is actually 1/60.15 seconds. However, if you need this kind of accuracy, you should not be using functions like **TickCount** and **Delay**.