

## Timer

- m\_tStartTicks
- m\_tPausedTicks
- m\_bTimerPaused
- m\_bTimerStarted

- + Timer()
- + ~Timer()
- + start()
- + stop()
- + pause()
- + unpause()
- + Getticks()
- + IsTimerStarted()
- + IsTimerPaused()