VEE: What Timing Operations Are Availabe in VEE?

Notices

Contents

There are 3 objects that address the above tasks.

– The Timer object measures the time difference (in seconds) between two events.

– The Delay object allows you to delay continued execution of a VEE program at the Delay object until the specified number of seconds has elapsed. The delay interval is measured from the time when the sequence input pin is activated. After the specified interval, the Done data output terminal is activated. Note that Delay is "asleep" while it is waiting, thereby allowing other objects the opportunity to operate.

In most cases, either the Done data output terminal or the sequence out pin may be used to continue propagation after the Delay time expires. However, when the Delay object is part of a thread containing other objects executing in parallel, the sequence out pin may not fire until a much longer time has elapsed. This is because sequence out pins are fired only when there are no other objects which may execute. To ensure that the delayed thread will continue at the end of the Delay period, use the Done data output terminal, which always fires at the end of the Delay time period.

– The Now object, when its sequence input is pinged, records the current time of day. (The format of Now() is in seconds from a standard starting time. To extract and display the date and relative time of the day, the display object displaying the Now() output must be formatted to display a Time Stamp. Look under the display object Property and Number selection to change display formatting.)

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