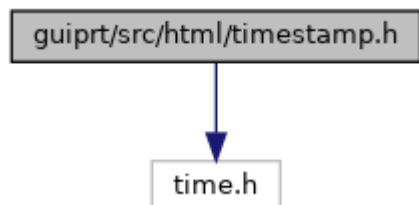


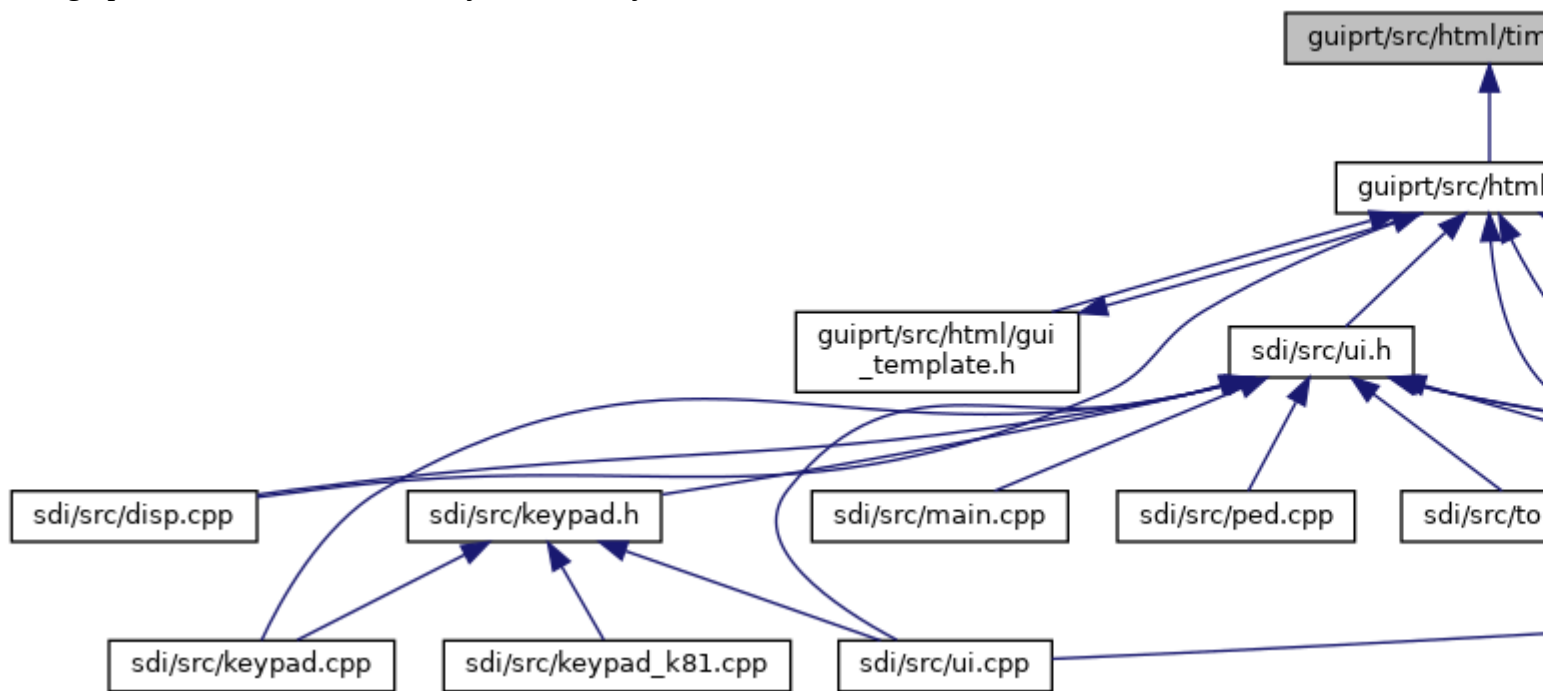
timestamp.h File Reference

```
#include <time.h>
```

Include dependency graph for timestamp.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

Data Structures

class [TimeStamp](#)

class [TimeStamp::Unit_MS](#)

class [TimeStamp::Unit_S](#)

Namespaces

[vfihtml](#)

Macros

#define [DllSpec](#)

Functions

[DllSpec](#) TimeStamp [operator+](#) (const TimeStamp &a, const TimeStamp &b)
[DllSpec](#) TimeStamp [operator-](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator==](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator!=](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator<](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator<=](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator>](#) (const TimeStamp &a, const TimeStamp &b)
bool [operator>=](#) (const TimeStamp &a, const TimeStamp &b)
TimeStamp [operator*](#) (int t, TimeStamp::Unit_MS)
TimeStamp [operator*](#) (int t, TimeStamp::Unit_S)

Detailed Description

time utilities

Data Structure Documentation

? [vfihtml::TimeStamp::Unit_MS](#)

class vfihtml::TimeStamp::Unit_MS

helper class for unit conversion

? [vfihtml::TimeStamp::Unit_S](#)

class vfihtml::TimeStamp::Unit_S

helper class for unit conversion

Macro Definition Documentation

[?](#) **DllSpec**

#define DllSpec