Timer MessageSet

The *Timer* messageset contains the message used to request a timeout from the timer process. The usual interface for this message is the timer library supplied with the timer driver module

Message Definition

TIMEOUT

    typedef struct
    {
         int   *ticks*   number of timer ticks to wait
    }**ROME_T_TIMEOUT;**

The *TIMEOUT* message is sent by a process in the expectation that the caller will receive the message back as reply after at least *ticks* more intervals of the system timer have elapsed. Because of processing and scheduling, the reply may be delayed for an unpredictable further amount of time. The *HZ* system variable gives the number of *ticks* in 1 second, which may be used to calculate the correct value for the message. On most systems *HZ* is at least 1,000, giving millisecond granularity.

The various *timer_xxx* modules describe the normal API for this message.