NAME

times — get process times

SYNOPSIS

long times (buffer)
struct tbuffer *buffer;

DESCRIPTION

Times fills the structure addressed by *buffer* with time-accounting information for the current process and for the terminated child processes of the current process. All times are in 1/60 seconds.

After the call, the buffer will appear as follows:

```
struct tbuffer {
        long    proc_user_time;
        long    proc_system_time;
        long    child_user_time;
        long    child_system_time;
};
```

The time for a child is the sum of its process time and its children's times.

The value returned by *times* is the elapsed time, in 60ths of a second, since a point in the past. This point does not vary from one invocation of *times* to another, but is otherwise arbitrary, so that while the value returned by a single call to *times* is not meaningful in itself, the difference between two calls can be used for accurate calculation of elapsed time.

SEE ALSO

time(1), time(2)

ASSEMBLER

(times = 43.)
sys times; buffer
(elapsed time in r0-r1)