

cTime

+ m_time

cThread

m_thread
m_main
m_state

+ cThread()
+ cThread()
+ ~cThread()
+ Start()
+ Wait()
+ IsRunning()
+ IsMain()
+ GetThread()
Run()
Exit()
Thread()

+ cTime()
+ cTime()
+ cTime()
+ cTime()
+ Normalize()
+ Cmp()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
+ operator==()
+ operator!=()
+ operator+=()
+ operator+=()
+ operator-=()
+ operator-=()
+ GetMsec()
+ Clear()
+ IsSet()
+ Now()



m_start

NewSimulatorTimerThread

+ m_exit
m_running
- m_timeout
- m_start

+ NewSimulatorTimerThread()
+ ~NewSimulatorTimerThread()
+ Stop()
+ Reset()
Run()
TriggerAction()