Inputlog Fact Sheet

# Pause Time

## 1. Definition

A pause time is the time in millisecs elapsed between the start time of an event (e.g., key down) and the start time of the next event (e.g., key down).

The pause time can only be determined for events having an EventPart containing timed information. This TimedEventPart has the start and end time of an event for event types KEYBOARD, MOUSE, PLACEHOLDER, DRAGONNS.

The types REPLACEMENT, SELECTION do not have a TimedEventPart. They are skipped and get a zero-pause time.

At the beginning of the event list the pauseTime is the startTime of the first event with a TimedEventPart minus the startOffset.

When a Time Filter removes events at the start of the list, a Focus event is added up front. This event gets the StartTime of the first real event and a zero PauseTime.

For certain types the TimedEventPart and start time of the previous event is used. If the EventType is MOUSE or DRAGONNS the end time of the previous event taken. REPLACEMENT, SELECTION are skipped and getting a zero pause time.

When it happens with SHIFT or CLICK that the previous event is logged after the startTime of the current although it was pressed earlier, the absolute diff between previous and current is taken rather than returning a zero pause time.

## 2. Components

"[event](IFS_Event.docx)" - Represents any kind of keyboard, mouse, focus, ... action. An event consists of EventParts that can be added/removed using the Parts property.

" TimedEventPart " - Represents a part that contains the start and an end time. Th time of the event is a timestamp in msecs passed since start of system. This information is received from the operation system (Windows).

" startOffset" - Add relative time (relative to this machine's boot time). The value of this property is derived from the system timer and is stored as a 32-bit signed integer. Consequently, if the system runs continuously, TickCount will increment from zero to Int32.MaxValue for approximately 24.9 days, then jump to Int32.MinValue. This seems to happen in class rooms when the machines are not switched off. META\_LOGRELATIVECREATIONTIME is now calculated only if it is not yet set in the MetaInfo. This relative log creation date takes the time from the current machine, when writing away the Meta Info log file. It is ASSUMED that this is the same machine as the logging has taken place on. However, when converting from different formats, such as the TRANSLOG format, which uses 0 as a start time, the LOGRELATIVECREATIONTIMEE should also reflect 0.

## 3. Program Flow

## 4. Reference