

# Accessing the simulation time unit

The simulation time unit is defined in the tag "timeUnit" of an `SimulationConfig` stereotype. If you do not define the value of this tag, the default unit of time is the millisecond. You can use ALH API to get a simulation time unit of execution.

```
public double getTimeUnit(String timeUnit) {  
    ...  
}
```

The following code fragment shows how to get the *TimeUnit* tag of a **SimulationConfig** through ALH API.

```
ALH.getTimeUnit();           // millisecond
```