

# Accessing current simulation time

Simulation time is a timestamp that is retrieved from a simulation clock. The *GetCurrentTime* function returns the current simulation time of execution:

```
GetCurrentTime(in timeUnit: String[0..1]): Real[1]
```

The *timeUnit* argument is optional. If it is provided, then the time value is returned in the named units. Otherwise, the time value is returned in the time unit given by the current simulation configuration.

```
t = GetCurrentTime(); // Get current time in
configured units (milliseconds by default).
t = GetCurrentTime("second"); // Get current time in units of
seconds.
```