

Accessing the simulation time unit

The simulation time unit is defined in the current simulation configuration (in the tag *timeUnit* of a *SimulationConfig* stereotype). If no value is specified in the simulation configuration, the default unit of time is the millisecond. The *GetTimeUnit* function returns the name of the configured unit of time for a simulation.

```
GetTimeUnit(): String[1]
```

For example:

```
WriteLine("Simulation time unit is " + GetTimeUnit());
```