
Subject: Re: Real Time on the HUD

Posted by [reborn](#) on Fri, 12 Feb 2010 11:49:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tunaman wrote on Fri, 12 February 2010 01:04Raptor RSF wrote on Thu, 11 February 2010 06:13Thanks Tunaman!

I will have a look at it later this day. I hope it will be working with timezone...
No problem! Glad to help. Cplusplus.com's reference is pretty handy.

Omar007 wrote on Thu, 11 February 2010 17:11
Then he wouldnt need to have people fill in their timezone.

I just looked at that function and it does indeed. Yay I just learned a new function ^^ lol

~some changes~

shrugs I think on an HUD you generally would want everything to be concise, and its pretty easy to figure out which half of the day it is, unless you have been renegading THAT long that you can't remember if its past noon or not.

Btw, I'm not sure if that automatically accounts for daylight savings time, but it probably does.

Also, once again google and the C++ reference pages are pretty useful for finding standard functions!

It gets the local system time. If the PC adjusts to Daylight saving's, then so would the HUD. Basically whatever is on the PC clock would be on the HUD.
