
Subject: Real Time on the HUD

Posted by [Raptor RSF](#) on Fri, 05 Feb 2010 20:58:55 GMT

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Hey guys, i made some c++ real time clock for renegade HUD's.

Anybody that can make a Working ini reader for this, will be my hero I cannot get that to work because my lack of experience. I wanted it so that people can give up their timezone in the ini file. Its all because i want valid daylight saving times for the clock.

More info:

<http://www.greenwichmeantime.com/time-zone/europe/european-union/central-european-time/>
<http://www.timeanddate.com/library/abbreviations/timezones/na/est.html>

HUD.ini

[General]

; System Time (Created by: Raptor RSF)

SystemTimeEnabled=true

[SystemTime]

Text.Font.File = font18x24radiobm-big.tga

Text.Font.AverageCharacterHeight = 0

Text.Position.Centered = false

Text.Position.X = -100.0

Text.Position.Y = -155.0

;PLZ anyone, get this to valid cpp for me :) = Standard.Time.Zone = EST ;By default its EST

;PLZ anyone, get this to valid cpp for me :) = Daylight.Time.Zone = EDT ;By default its EDT

SystemTimeColor = 1

systemtime.h

```
/* SystemTimeItemClass
```

```
Copyright 2009 Mark Sararu
```

```
This part of the shaders code was created by Raptor*[RSF]
```

```
This file is part of the Renegade scripts.dll
```

```
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the terms of the GNU General Public License as published by the Free
```

Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module

that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
```

```
#ifndef SHADERS_SYSTEMTIME_H_  
#define SHADERS_SYSTEMTIME_H_
```

```
class SystemTimeItemClass
```

```
{
```

```
protected:
```

```
bool Enabled;
```

```
bool Enabled2;
```

```
Render2DClass* Render2D;
```

```
Render2DTextClass* Render2DText;
```

```
Vector2 TextPosition;
```

```
char * TextFontFile;
```

```
public:
```

```
SystemTimeItemClass();
```

```
~SystemTimeItemClass();
```

```
void Load(INIClass* ini);
```

```
void Render();
```

```
};
```

```
extern SystemTimeItemClass SystemTime;
```

```
#endif
```

```
systemtime.cpp
```

```
/* SystemTimeItemClass
```

```
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*/

```
#include "scripts.h"  
#include "shadereng.h"  
#include "systemtime.h"  
#include <time.h>
```

```
// structure of color data  
struct Color  
{  
    unsigned int ColorValue;  
    float Value;  
};
```

```
SimpleDynVecClass<unsigned int> *Colors8;  
unsigned long SystemTimeColor = 0;
```

```
SystemTimeltemClass::SystemTimeltemClass():  
    Enabled(false),  
    Enabled2(false),  
    Render2D(NULL),  
    Render2DText(NULL),  
    TextPosition(0, 0),  
    TextFontFile(NULL)  
{  
};
```

```
SystemTimeltemClass::~SystemTimeltemClass()  
{  
    SAFE_DELETE(Render2D);  
    SAFE_DELETE(Render2DText);  
    SAFE_DELETE(TextFontFile);  
};
```

```
void SystemTimeltemClass::Load(INIClass *ini)  
{  
    if (!ini) return; // if you don't have an ini, something is horribly wrong!
```

```
    const char* section_name = "SystemTime";
```

```
    Enabled = ini->Get_Bool(section_name, "SystemTimeEnabled", false);  
    Enabled2 = ini->Get_Bool("General", "SystemTimeEnabled", false);  
    if ((!Enabled) && (!Enabled2)) return;
```

```

// Gathers the colors from hud.ini
Colors8 = new SimpleDynVecClass<unsigned int>;

unsigned int color = RGB(255,255,255)+0xFF000000;
Colors8->Add(color);
unsigned int colors8 = ini->Get_Int("General","ColorCount",0);
for (unsigned int i = 0;i < colors8;i++)
{
    char section[10];
    sprintf(section,"Color%d",i+1);
    unsigned int Red = ini->Get_Int(section,"Red",255);
    unsigned int Green = ini->Get_Int(section,"Green",255);
    unsigned int Blue = ini->Get_Int(section,"Blue",255);
    unsigned int Alpha = (ini->Get_Int(section,"Alpha",255) << 24);
    color = RGB(Blue,Green,Red)+Alpha;
    Colors8->Add(color);
}
unsigned int SystemTimeCol = ini->Get_Int(section_name,"SystemTimeColor",0);
SystemTimeColor = (*Colors8)[SystemTimeCol];

Render2D = CreateRender2DClass();

Vector2 screen_center;
screen_center.X = (ScreenResolution->Right - ScreenResolution->Left) / 2.0f;
screen_center.Y = (ScreenResolution->Bottom - ScreenResolution->Top) / 2.0f;

char temp[512];
ini->Get_String(section_name, "Text.Font.File", "DEFAULT_FONT", temp, 512);
Render2DText = CreateRender2DTextClass(temp);
TextFontFile = newstr(temp);

float average_height = ini->Get_Float(section_name, "Text.Font.AverageCharacterHeight", 16);

bool text_centered = ini->Get_Bool(section_name, "Text.Position.Centered", true);
TextPosition.X = ini->Get_Float(section_name, "Text.Position.X", 0.0f);
TextPosition.Y = ini->Get_Float(section_name, "Text.Position.Y", 0.0f);
if (TextPosition.X < 0)
{
    TextPosition.X += ScreenResolution->Right;
}
if (TextPosition.Y < 0)
{
    TextPosition.Y += ScreenResolution->Bottom;
}
if (text_centered)
{
    TextPosition = TextPosition + screen_center;
}

```

```

    TextPosition.Y -= average_height / 2.0f;
}
};

```

```

void SystemTimeItemClass::Render()
{
    if ((!Enabled) && (!Enabled2)) return;

```

```

    char Time_Zone[4];
    const char Standard_Time_Zone[32] = "CET";
    const char Daylight_Time_Zone[32] = "CEST";

```

```

    tm *ptm;
    time_t *cur_time;

```

```

    // Set up the memory for the time and time time struct.
    cur_time = new time_t;
    ptm = new tm;

```

```

    // Get the time, then create the struct with time values.
    time(cur_time);
    ptm = localtime(cur_time);

```

```

    // Determine whether it is daylight savings time or not.
    if (ptm->tm_isdst)
        strcat(Time_Zone,Daylight_Time_Zone);
    else
        strcat(Time_Zone,Standard_Time_Zone);

```

```

    unsigned int color = 0;
    color = SystemTimeColor;

```

```

    Render2DText->Reset();
    RectClass *r = (RectClass *)((char *)Render2DText+0x5B8);
    r->Top = TextPosition.Y;
    r->Left = TextPosition.X;
    r->Bottom = TextPosition.Y;
    r->Right = TextPosition.X;
    char text[64];
    sprintf(text,"%02d:%02d:%02d",ptm->tm_hour,ptm->tm_min,ptm->tm_sec);
    Render2DText->Draw_Text(text, color);
    Render2DText->Render();
};

```

```

//-----

```

```
// globals
//-----
SystemTimeItemClass SystemTime;
```

shaderhud.cpp

```
#include "systemtime.h" // SystemTime

SystemTime.Load(hudini); // SystemTime

SystemTime.Render(); // SystemTime
```

Subject: Re: Real Time on the HUD
Posted by [Sladewill](#) on Fri, 05 Feb 2010 22:44:25 GMT
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nice man

Subject: Re: Real Time on the HUD
Posted by [Omar007](#) on Fri, 05 Feb 2010 23:09:25 GMT
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No more alt+tabbing when i play in fullscreen mode

I hope someone would do the timezone stuff. Would be a nice function

Subject: Re: Real Time on the HUD
Posted by [Raptor RSF](#) on Fri, 05 Feb 2010 23:15:10 GMT
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yep, i failed at it, well it should be an easy thing for an experienced coder.. to make the ini code.

Anybody ?

Subject: Re: Real Time on the HUD
Posted by [Good-One-Driver](#) on Tue, 09 Feb 2010 03:51:26 GMT

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I tried too.

But didn't come out right

Subject: Re: Real Time on the HUD

Posted by [saberhawk](#) on Tue, 09 Feb 2010 05:07:49 GMT

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Raptor RSF wrote on Fri, 05 February 2010 15:58Hey guys, i made some c++ real time clock for renegade HUD's.

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<http://www.timeanddate.com/library/abbreviations/timezones/na/est.html>
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```

```
*/
```

Might want to change that copyright notice, I don't particularly like having my name attached to code I didn't write. When you modify the code, you should add your own name or at least add a comment stating that the code was modified.

Subject: Re: Real Time on the HUD

Posted by [Raptor RSF](#) on Tue, 09 Feb 2010 18:02:00 GMT

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Oke, I will adjust the copyright notes on all of my codes .

Well, there must be someone with enough c++ experience to create it, otherwise it cannot be implemented in any shaders.dll because of the different timezones

And i wanted to make this feature for the public, not only for myself.

Subject: Re: Real Time on the HUD
Posted by [Omar007](#) on Tue, 09 Feb 2010 22:07:00 GMT
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If i only could take a look but

1. i dont know if im good enough to figure it out, looks like you are more experienced then me
2. i dont have the time; college, mod etc

I hope someone else does have time for it or compile it for every timezone

I'll take a shot at it when i have some time though

EDIT: if you have it running on your timezone atm all dutchies can use it ^^

Subject: Re: Real Time on the HUD
Posted by [Raptor RSF](#) on Tue, 09 Feb 2010 23:21:20 GMT
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Quote:if you have it running on your timezone atm all dutchies can use it ^^

Lol

Subject: Re: Real Time on the HUD
Posted by [Tunaman](#) on Thu, 11 Feb 2010 07:40:15 GMT
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```
time_t rawtime;  
struct tm * timeinfo;  
char f_time[9];
```

```
time(&rawtime);  
timeinfo = localtime(&rawtime);  
strftime(f_time,9,"%l:%M:%S",timeinfo);
```


This is some code that does what you want to do I think..
f_time is a string that contains your string formatted like "12:20:25" where 12 is the hour, 20 is the minute, 25 is the second, yeah. For more info about formatting with strftime go to:
<http://www.cplusplus.com/reference/clibrary/ctime/strftime/>.

Subject: Re: Real Time on the HUD
Posted by [Raptor RSF](#) on Thu, 11 Feb 2010 11:13:07 GMT
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Thanks Tunaman!

I will have a look at it later this day. I hope it will be working with timezone...

Subject: Re: Real Time on the HUD
Posted by [reborn](#) on Thu, 11 Feb 2010 11:20:39 GMT
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It's getting the local system time.

Subject: Re: Real Time on the HUD
Posted by [Omar007](#) on Thu, 11 Feb 2010 22:11:58 GMT
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reborn wrote on Thu, 11 February 2010 12:20It's getting the local system time.
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

Oh and maybe change:
`strftime(f_time,9,"%l:%M:%S",timeinfo);`
so it shows in 24 hours:
`strftime(f_time,9,"%H:%M:%S",timeinfo);`
or let it show AM/PM:
`char f_time[11];`
`strftime(f_time,11,"%l:%M:%S%p",timeinfo);`

Subject: Re: Real Time on the HUD
Posted by [Tunaman](#) on Fri, 12 Feb 2010 06:04:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Raptor 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!

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

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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.

Subject: Re: Real Time on the HUD
Posted by [Raptor RSF](#) on Sat, 13 Feb 2010 14:15:56 GMT
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YAY!

Its working. I will add the code to the release section later.

Thank you, everybody!

Subject: Re: Real Time on the HUD
Posted by [woandre](#) on Sun, 28 Feb 2010 17:23:04 GMT
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Bump,
is this any close to release?

I'd like to have this on my HUD

Subject: Re: Real Time on the HUD
Posted by [Raptor RSF](#) on Sun, 28 Feb 2010 19:30:13 GMT
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It will be on the HUD that I am still developing. Maybe 1 or 2 months or so, until release.

Subject: Re: Real Time on the HUD
Posted by [woandre](#) on Sun, 16 May 2010 20:11:21 GMT
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Edit: got my answer
