Subject: Re: Real Time on the HUD
Posted by saberhawk on Tue, 09 Feb 2010 05:07:49 GMT

Raptor RSF wrote on Fri, 05 February 2010 15:58Hey 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://wwp.greenwichmeantime.com/time-zone/europe/european-union/central-europea n-time/
http://www.timeanddate.com/library/abbreviations/timezones/na/est.html
systemtime.h


```
/* SystemTimeItemClass
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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.