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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,"%I:%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/>.