

GetRealTime

This function gets the server or client (if used client sided it returns time as set on client's computer) real time and returns it in a table. If you want to get the in-game time (shown on GTA's clock) use getTime.

Syntax

```
table getRealTime( [ int seconds = current, bool localTime = true ] )
```

Optional Arguments

- **seconds:** A count in seconds from the year 1970. Useful for storing points in time, or for retrieving time information for getBanTime. The valid range of this argument is 0 to 32,000,000,000
- **localTime:** Set to *true* to adjust for the locally set timezone.

Returns

Returns a *table* of substrings with different time format or *false* if the **seconds** argument is out of range.

Member	Meaning	Range
second	seconds after the minute	0-61*
minute	minutes after the hour	0-59
hour	hours since midnight	0-23
monthday	day of the month	1-31
month	months since January	0-11
year	years since 1900	
weekday	days since Sunday	0-6
yearday	days since January 1	0-365
isdst	Daylight Saving Time flag	
timestamp	seconds since 1970 (Ignoring set timezone)	

* *second* is generally 0-59. Extra range to accommodate for leap seconds in certain systems.

Remarks

The **seconds** parameter can be left out entirely while still using the **localTime** parameter. To achieve that simply pass the boolean localTime parameter as first argument where you would otherwise pass the **seconds** parameter. This way you can retrieve a current timepoint that is not denoted in local time.