



# DateTime Picker

(For unity 3d UI).

## Predefined patterns:

<u><b>Pattern</b></u>	<u><b>Equivalent Format string</b></u>	<u><b>Example</b></u>
<b>d</b>	MM/dd/yyyy	6/21/2017
<b>D</b>	dddd, MMMM dd, yyyy	Wednesday, June 21, 2017
<b>f</b>	dddd, MMMM dd, yyyy h:mm tt	Wednesday, June 21, 2017 12:36 PM
<b>F</b>	dddd, MMMM dd, yyyy h:mm:ss tt	Wednesday, June 21, 2017 12:36:01 PM
<b>g</b>	M/d/yyyy h:mm tt	6/21/2017 12:36 PM
<b>G</b>	M/d/yyyy h:mm:ss tt	6/21/2017 12:36:02 PM
<b>m</b>	MMMM d	June 21
<b>r</b>	ddd, dd MMM yyyy HH:mm:ss 'GMT'	Wed, 21 Jun 2017 12:36:02 GMT
<b>s</b>	yyyy-MM-ddTHH:mm:ss	2017-06-21T12:36:02
<b>u</b>	yyyy-MM-dd HH:mm:ssZ	2017-06-21 13:34:58Z
<b>U</b>	dddd, MMMM dd, yyyy h:mm:ss tt	Wednesday, June 21, 2017 6:07:42 PM
<b>y</b>	MMMM, yyyy	June, 2017
<b>t</b>	h:mm tt	12:36 PM
<b>T</b>	h:mm:ss tt	12:36:02 PM

## Patterns to build custom format:

### 1. Day:

<u><b>Pattern</b></u>	<u><b>Description</b></u>	<u><b>Example</b></u>
<b>d</b>	Represents the day of the month as a number from 1 through 31. A single-digit day is formatted without a leading zero.	9
<b>dd</b>	Represents the day of the month as a number from 01 through 31. A single-digit day is formatted with a leading zero.	09
<b>ddd</b>	Represents the abbreviated name of the day of the week (Mon, Tues, Wed, etc.)	Fri
<b>dddd</b>	Represents the full name of the day of the week (Monday, Tuesday, etc.).	Friday

### 2. Month:

<u><b>Pattern</b></u>	<u><b>Description</b></u>	<u><b>Example</b></u>
<b>M</b>	Month number.	6
<b>MM</b>	Month number with leading zero.	06
<b>MMM</b>	Abbreviated Month Name.	Jun
<b>MMMM</b>	Full month name.	June

### 3. Year:

<b><u>Pattern</u></b>	<b><u>Description</u></b>	<b><u>Example</u></b>
<b>y</b>	Year, no leading zero.	9
<b>yy</b>	Year, leading zero.	09
<b>yyy</b>	Year.	2009
<b>yyyy</b>	Year.	2009

### 4. Hour:

<b><u>Pattern</u></b>	<b><u>Description</u></b>	<b><u>Example</u></b>
<b>h</b>	12-hour clock hour.	2
<b>hh</b>	12-hour clock, with a leading 0.	02
<b>H</b>	24-hour clock hour.	14
<b>HH</b>	24-hour clock hour, with a leading 0.	14

### 5. Minute:

<b><u>Pattern</u></b>	<b><u>Description</u></b>	<b><u>Example</u></b>
<b>m</b>	Minutes.	5
<b>mm</b>	Minutes with a leading zero.	05

## 6. Seconds:

<u><b>Pattern</b></u>	<u><b>Description</b></u>	<u><b>Example</b></u>
<b>s</b>	Seconds.	3
<b>ss</b>	Seconds with leading zero.	03

## 7. AM/PM:

<u><b>Pattern</b></u>	<u><b>Description</b></u>	<u><b>Example</b></u>
<b>t</b>	Abbreviated AM / PM.	P
<b>tt</b>	AM / PM.	PM

## 8. Others:

<u><b>Pattern</b></u>	<u><b>Description</b></u>	<u><b>Example</b></u>
<b>K</b>	Represents the time zone information of a date and time value.	-04:00
<b>z</b>	With DateTime values, represents the signed offset of the local operating system's time zone from Coordinated Universal Time (UTC), measured in hours.	-4
<b>zz</b>	As z but with leading zero.	-04
<b>zzz</b>	With DateTime values, represents the signed offset of the local operating system's time zone from UTC, measured in hours and minutes.	-4:00
<b>f</b>	Represents the most significant digit of the seconds fraction; that is, it represents the tenths of a second in a date and time value.	7

<b>ff</b>	Represents the two most significant digits of the seconds fraction; that is, it represents the hundredths of a second in a date and time value.	73
<b>fff</b>	Represents the three most significant digits of the seconds fraction; that is, it represents the milliseconds in a date and time value.	734
<b>ffff</b>	Represents the four most significant digits of the seconds fraction; that is, it represents the ten thousandths of a second in a date and time value. While it is possible to display the ten thousandths of a second component of a time value, that value may not be meaningful. The precision of date and time values depends on the resolution of the system clock. On Windows NT 3.5 and later, and Windows Vista operating systems, the clock's resolution is approximately 10-15 milliseconds.	7346
<b>fffff</b>	Represents the five most significant digits of the seconds fraction; that is, it represents the hundred thousandths of a second in a date and time value. While it is possible to display the hundred thousandths of a second component of a time value, that value may not be meaningful. The precision of date and time values depends on the resolution of the system clock. On Windows NT 3.5 and later, and Windows Vista operating systems, the clock's resolution is approximately 10-15 milliseconds.	73463
<b>ffffff</b>	Represents the six most significant digits of the seconds fraction; that is, it represents the millionths of a second in a date and time value. While it is possible to display the millionths of a second component of a time value, that value may not be meaningful. The precision of date and time values depends on the resolution of the system clock. On Windows NT 3.5 and later, and Windows Vista operating systems, the clock's resolution is approximately 10-15 milliseconds.	734639

<b>ffffff</b>	Represents the seven most significant digits of the seconds fraction; that is, it represents the ten millionths of a second in a date and time value. While it is possible to display the ten millionths of a second component of a time value, that value may not be meaningful. The precision of date and time values depends on the resolution of the system clock. On Windows NT 3.5 and later, and Windows Vista operating systems, the clock's resolution is approximately 10-15 milliseconds.	7346398
<b>F</b>	Represents the most significant digit of the seconds fraction; that is, it represents the tenths of a second in a date and time value. Nothing is displayed if the digit is zero.	7

## More information:

1. [Tutorial.](#)
2. [www.geekzilla.co.uk/](http://www.geekzilla.co.uk/)
3. [www.dotnetperls.com/](http://www.dotnetperls.com/)