

**IUTimeString**

Convert "raw" seconds into ASCII time string

#include &lt;Packages.h&gt;

**International Utilities Package**

```

void      IUTimeString(rawSecs, wantSecs, resultStr );
long      rawSecs ;      seconds since 1/1/1904 (ala GetDateTime)
Boolean   wantSecs ;      0=truncate seconds, 1=include seconds
Str255    resultStr ;      address of buffer to receive resulting p-string

```

**IUTimeString** converts a binary date/time value into a string of text identifying the corresponding time of day. International styles are taken into consideration for the output.

*rawSecs* is a long integer; the number of seconds since Midnight, 1/1/1904. You can use any time value obtained from a file or catalog information block (see **PBGetCatInfo**) or a value obtained via **GetDateTime**.

*wantSecs* specifies whether to include the seconds (as well as the hour and minute) in the output. It is one of:

**FALSE** Discard seconds: **12:05 AM**  
**TRUE** Include seconds: **12:05:09 AM**

*resultStr* is the address of a buffer. Upon return, it will contain the text of the time as a pascal-style, length-prefixed string in the layout identified by 'INTL' resource 0.

**Returns:** none

Notes: Use **IUDateString** and **IUTimeString** to prepare date and time information for display. These functions rely on information from 'INTL' resources 0 and 1 in determining how to layout the text of the output string.

A "programmer's" variation, **IUTimePString** provides a way to modify the output. For instance, you can force the output into 24-hr format or add leading zeros to the hour.

**Example**

#include &lt;Packages.h&gt;

```

long      nowNum;
Str255    nowStr;

```

```

GetDateTime( &nowNum );           /* or today = Time */
IUTimeString( nowNum, TRUE, nowStr ); /* exclude seconds */

```

```

DrawString( "\pThe time is: " ); DrawString( nowStr );

```