
get AM or PM

Posted by Rodger - 2011/04/14 13:45

I would like to know how to get the time value of am or pm in a script,

then, if "AM", show one graphic for the element,
and if "PM" show another graphic for an element.

Basically, one of the skins I am working on requires different imagery for AM/PM, and I have already managed to do the clock face, hours: and AM/PM indicator in one image of 24 frames ... using the time format %H

It is proving much more difficult with minutes. I can use a 60 frame image, but only one at a time, so I figure the script method would be better. This way I will have one image for AM minutes and one for PM minutes.

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Re: get AM or PM

Posted by Jorge_Luis - 2011/04/15 11:13

The os.date function: <http://www.lua.org/pil/22.1.html>
os.date("%p") shows either "am" or "pm"

Is this an analog clock? If the answer is YES then check the analog clock from Chromophore skin for the minute hand rotation.

I don't know what you're doing, but 24 frames with AM/PM indicator??? If the images are a sequence of AM and PM only without any background change or text change, you will only need 2 images, one with AM and one with PM, and change the image element with Rainlendar_SetItemValue.

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Re: get AM or PM

Posted by Rodger - 2011/04/15 12:06

It's a digital clock. So 24 images for 24 hours, because the background of each image actually shows the hour, the : and the AM or PM. Also, over the 24 images, I can have it slightly change each hour. But this is for a certain skin.

I do actually want to have just two images for AM/PM in other skins. I was going to use a bitmap font with alphabet="0123456789:AP" , but even that is more work than what you just mentioned with setitemvalue ... THANK YOU!

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Re: get AM or PM

Posted by Jorge_Luis - 2011/04/15 14:05

For a digital clock made with an alphabet, see this: <http://jorgeluis-jorgeluis.deviantart.com/art/Digital-Clock-1-0-1-194033008>

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