

Forum:[Hack Forums](#)

Thread: [12 Clock?](#)

i?M?irXa™ - March 2, 2014, 2:22 am

So I'm trying to make a 12 hour clock for my info window and the closest thing I got so far is:

Code `mc.theWorld.getWorldTime()`

Which that just gives me how many nanoseconds or milliseconds have passed in the world like "11947" and I have no idea how to convert that into something like "09:22AM".

Anyone got any hints or know where to look?

SIM-1576816 - March 2, 2014, 2:27 am

Java has class called Date, used like "Date date = new Date();" And then you can draw a string with `date.get...`

rog? - March 2, 2014, 3:04 am

What does this have to do with griefing? This is more of a Java or just Minecraft related thing.

Jordin? - March 2, 2014, 3:47 am

I think OP is wanting the time in mine craft, not the time in real life.

Spectro_Shifter - March 2, 2014, 6:09 am

The time in world is different to the time in real life, I believe. Use this for the date:

`new Date()`

Edit: if you want time in game I think you should divide the ticks by 20 to get the amount of time in seconds. The time is in ticks, I think, not in milliseconds nor nanoseconds.

i?M?irXa™ - March 3, 2014, 1:57 am

So I figured it out, not sure if anybody wants it but its here if they do, it has three formats (First one is best) but are all basically "HH:MM:AM/PM". Variables "hour24" and "minute" are from [this](#) thread on [minecraftforums.net](#).

```
Code public String getTime(long time){
    int hour24 = ((int)(time / 1000) + 6) % 24; //From MinecraftForums.net
    int hour12 = hour24 <= 11 ? hour24 : hour24 / 2;
    hour12 = hour12 == 0 ? 12 : hour12;
    int minute = (int)((time % 1000 * 60 / 1000)); //From MinecraftForums.net
    String ampm = hour24 <= 11 ? "AM" : "PM";

    return hour12 + ":" + (minute <= 9 ? "0" + minute : minute) + ampm; //Format one
    //return (hour12 <= 9 ? "0" + hour12 : hour12) + ":" + minute + ampm; //Format two
    //return (hour12 <= 9 ? "0" + hour12 : hour12) + ":" + (minute <= 9 ? "0" + minute : minute) +
    ampm; //Format three
}If you cant figure it out how to use it, you use it like this:
Code getTime(mc.theWorld.getWorldTime());
```