

NW NX4/CLOCK VERSION 0.0.1.0 [NWN2 VERSION 1.13 AND NW NX4 1.09]

CREDIT

Please thank CarterDC for refactoring this plugin to NW NX4 1.08.

DESCRIPTION

This plugin gets the time and date of the local computer's clock, and it also gets epoch time.

INSTALLATION

Extract xp_clock.dll to the root of your Neverwinter Nights 2 (NWN2) folder.

Extract nwnx_clock.erf to your NWN2 Modules folder.

To test out the plugin, open your nwnx.ini file, which is in the root of your NWN2 folder.

Under the parameters section, it should read something like this:

```
parameters = -module NW NX4Clock
```

This means that NW NX4 will load the NW NX4Clock module.

Save and close the nwnx.ini file.

Okay, let's run NW NX4, doubleclick the NW NX4_GUI.exe file. I'm assuming you've installed NW NX4 correctly here. Then start your NWN2 game, and connect to your server running with NW NX4 and the NW NX4Clock module and plugin.

There is one lever which you can pull, it shows the current local time and date, as well as epoch time.

To use the NW NX4Clock plugin in your own module, import the nwnx_clock.erf file, from your NWN2 Modules folder where you extracted it. Examine the include nwnx_character script file on how to use the plugin's functions.

You may also examine the scripts in the NW NX4Clock module to learn more.

LIST OF FUNCTION PROTOTYPES

string GetSystemDate();

This function gets the local computer's date in the format, MM.DD.YYYY.
It returns the date as a string.

string GetSystemTime();

This function gets the local computer's time in the format, HH:MM:SS.
It returns the time as a string.

int GetUNIXTime();

This function gets the epoch time, the time in seconds since the 1st of January 1970. It's useful for timestamping events and objects.
It returns the epoch time as an integer.

TODO

Nothing at the moment, although you're welcome to post some ideas.