

NAME

`ctime` – convert date and time to ASCII

SYNOPSIS

```
char *ctime(tvec)
int tvec[2];

[from Fortran]
double precision ctime
... = ctime(dummy)

int *localtime(tvec)
int tvec[2];

int *gmtime(tvec)
int tvec[2];
```

DESCRIPTION

Ctime converts a time in the vector *tvec* such as returned by *time* (II) into ASCII and returns a pointer to a character string in the form

Sun Sep 16 01:03:52 1973\n\0

All the fields have constant width.

Once the time has been placed into *t* and *t*+2, this routine is callable from assembly language as follows:

```
mov    $t,-(sp)
jsr    pc, ctime
tst    (sp)+
```

and a pointer to the string is available in *r0*.

The *localtime* and *gmtime* entries return integer vectors to the broken-down time. *Localtime* corrects for the time zone and possible daylight savings time; *gmtime* converts directly to GMT, which is the time UNIX uses. The value is a pointer to an array whose components are

- 0 seconds
- 1 minutes
- 2 hours
- 3 day of the month (1-31)
- 4 month (0-11)
- 5 year – 1900
- 6 day of the week (Sunday = 0)
- 7 day of the year (0-365)
- 8 Daylight Saving Time flag if non-zero

The external variable *timezone* contains the difference, in seconds, between GMT and local standard time (in EST, is 5*60*60); the external variable *daylight* is non-zero iff the standard U.S.A. Daylight Saving Time conversion should be applied between the last Sundays in April and October. The external variable *nixonflg* if non-zero supersedes *daylight* and causes daylight time all year round.

A routine named *ctime* is also available from Fortran. Actually it more resembles the *time* (II) system entry in that it returns the number of seconds since the epoch 0000 GMT Jan. 1, 1970 (as a floating-point number).

SEE ALSO

time(II)

BUGS