

serverTime



Introduced in	
Version:	2.00
Description	
Description:	Server time synchronized to clients. Returns always 0 in Singleplayer. Note that in ArmA2 1.05 Final, this command only returns the time since the Server was actually started.
Syntax	
Syntax:	<code>serverTime</code>
Parameters:	
Return Value:	Number

Examples	
Examples:	<code>hint format["Connected on Server since Serverstart : %1", serverTime - time]</code>
Additional Information	
See also:	time
Multiplayer:	
Problems:	

Notes

There is a bug in this command, about 3 minutes after missionstart this command returns something completely different.

See <http://dev-heaven.net/issues/13581> for further information. --Crowe 19:31, 8 September 2010 (CEST)