

SetSystemTime

DLL Requires **Kernel32.dll**.

The **SetSystemTime** function sets the current system time and date. The system time is expressed in Coordinated Universal Time (UTC).

```
BOOL SetSystemTime(  
    const SYSTEMTIME* lpSystemTime  
);
```

Parameters

lpSystemTime

[in] Pointer to a [SYSTEMTIME](#) structure that contains the current system date and time.

The **wDayOfWeek** member of the **SYSTEMTIME** structure is ignored.

Return Values

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call [GetLastError](#).

Remarks

The **SetSystemTime** function enables the SE_SYSTEMTIME_NAME privilege before changing the system time. This privilege is disabled by default. For more information, see [Running with Special Privileges](#).

SYSTEMTIME

The **SYSTEMTIME** structure represents a date and time using individual members for the month, day, year, weekday, hour, minute, second, and millisecond.

```
typedef struct _SYSTEMTIME {  
    WORD wYear;  
    WORD wMonth;  
    WORD wDayOfWeek;  
    WORD wDay;  
    WORD wHour;  
    WORD wMinute;  
    WORD wSecond;  
    WORD wMilliseconds;  
} SYSTEMTIME,
```

Members

wYear

The year (1601 - 30827).

wMonth

The month.

January = 1

wDayOfWeek

The day of the week.

Sunday = 0

Monday = 1

wDay

The day of the month (1-31).

wHour

The hour (0-23).

wMinute

The minute (0-59).

wSecond

The second (0-59).

wMilliseconds

The millisecond (0-999).