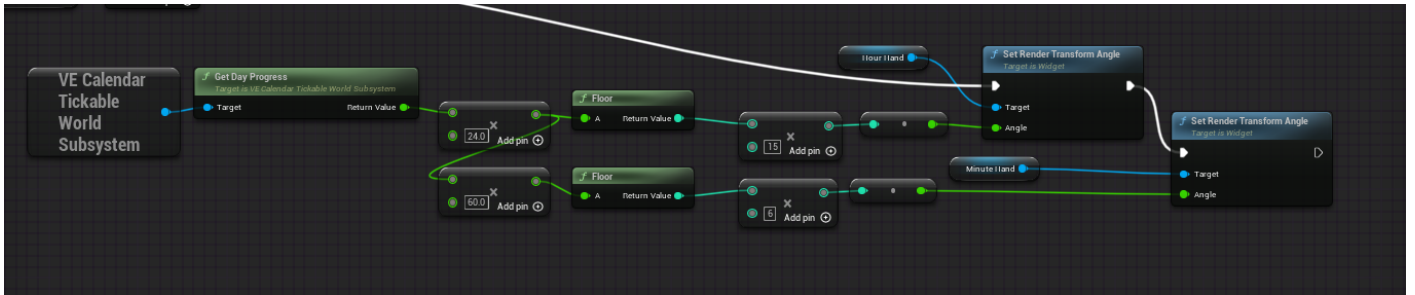


Clock hands



Within RTP_Clock on the tick we just get the day progress 0-1 and convert it to minutes and hours then it multiplies the values by the angle the hand needs to move

Revision #2

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