
Subject: Re: Clock small scale

Posted by [cbpporter](#) on Fri, 13 Mar 2009 04:25:49 GMT

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Also fixed the issue with decreasing minutes under zero by button push. The problem occurred because of the use of increment/decrement operators on byte values and passing those values to functions that expected int values. Mixing signed/unsigned is yet again not a great idea, and by using binary operators we get implicit int conversion:

```
void Clock::SetHourLeft()
{
    sel.hour = SetMinMax(sel.hour - 1, 0, 23).value;
    UpdateTime();
}

void Clock::SetHourRight()
{
    sel.hour = SetMinMax(sel.hour + 1, 0, 23).value;
    UpdateTime();
}

void Clock::SetMinuteLeft()
{
    MinMax mm = SetMinMax(sel.minute - 1, 0, 59);
    sel.minute = mm.value;
    sel.hour = SetMinMax(sel.hour + mm.diff, 0, 23).value;
    UpdateTime();
}

void Clock::SetMinuteRight()
{
    MinMax mm = SetMinMax(sel.minute + 1, 0, 59);
    sel.minute = mm.value;
    sel.hour = SetMinMax(sel.hour + mm.diff, 0, 23).value;
    UpdateTime();
}
```
