Subject: Time and Date
Posted by mrjt on Thu, 30 Aug 2007 09:53:55 GMT
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I've been looking at making a patch to fix EditTime and and some other related stuff, but I've hit a serious problem - There is no way to represent just a time in Upp. For instance:

```
  Time t;
  t.hour = 14;
  t.minute = 13;
  t.second = 12;
  time <<= t;
  bool isvalid = t.IsValid();
  bool isnull = IsNull(t);
  String asstring = AsString(t);
```

Output:
isvalid = true
isnull = true
asstring = null

This is caused by:

```
template<> inline bool  IsNull(const Time& t)    { return t.year == -32768; }
```

Personally I think Date and Time should be seperated (and have an additional DateTime class) but can see this might be impractical at this stage. However, could this also be fixed by having a null state for Time (like minute or second >= 60) and test for that instead?

James