Subject: Re: Time::Set(int64 scalar) unexpected results
Posted by dolik.rce on Tue, 10 Sep 2013 18:52:10 GMT
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Hi Alboni,

That is not a bug, it is just how the Time in U++ is designed. Unix timestamp is 32bit number, describing times from 1.1.1970 to someday in 2038. U++ Time works for dates from 4000 B.C. to 4000 A.D. if I remember correctly.

Maybe there is an explicit method to convert the timestamp to Time that I don't know about... But AFAIK the simplest way (at least on POSIX) is to use FileTime, which is just a wrapper around time_t.

So you should be able to doTime t = FileTime(timestamp);

Another possible solution, that should IMHO work correctly even on windows, could be something likeconst Time epoch(1970,1,1);
Time t;
t.Set(epoch.Get()+timestamp);

Best regards,
Honza

PS: You're right about U++ intentionally using year 0 as a center point for time. As it uses signed type, it allows for both negative and positive values so it can accurately represent about 8000 years timespan.