Subject: Re: Time::Set(int64 scalar) unexpected results
Posted by Alboni on Tue, 10 Sep 2013 23:25:34 GMT

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Yeah, I changed the fix into your example.

I know it's tricky stuff, but doable with some logic thinking. I had the pleasure of spending the whole summer of 1998 changing time related routines in all kinds of alarm related software in olskool C and C++ on Sco Unix 5 and Windows 95 for the company I worked for back then. The boss didn't want to wait till the next year to fix all the millennium bugs stuff. The software packages used something like 6 formats to store time, some of wich relied on bugs to work properly. I ended up writing a new library for it. (and fix hundreds of pointer errors, in the process just because I happened to see them when fixing the time stuff)