

---

Subject: bug in the routine involving the time of the zip file

Posted by [BetoValle](#) on Thu, 15 Dec 2022 22:24:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

using the routine for saving compressed files in the zip file, I found that in some cases there is divergence from the time passed as parameter. I performed tests, just like the attached image. That is, if you save a file that was modified at a certain "second", the routine, for some wrong reason, saves it at the later or lower second  
(very strange, as if the seconds were rounded off!)

Thanks!

```
void addzip(String fnOrig){  
    FileZip zip("c:\\temp\\compress.zip");  
    FindFile fff(fnOrig);  
    while(fff) {  
        if(fff.isFile()) {  
            String s=fff.GetPath();  
            zip.WriteFile(LoadFile(s), fnOrig,ab,fff.GetLastWriteTime() );  
        }  
        fff.Next();  
    }  
    zip.Finish();  
};
```

---

#### File Attachments

1) [zip.png](#), downloaded 177 times

---

---

Subject: Re: bug in the routine involving the time of the zip file

Posted by [mirek](#) on Sat, 17 Dec 2022 13:18:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For some reason, zip format has 2 second resolution (do not ask me why... :)

---