Subject: bug in the routine involving the time of the zip file
Posted by BetoValle on Thu, 15 Dec 2022 22:24:53 GMT
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Hi,

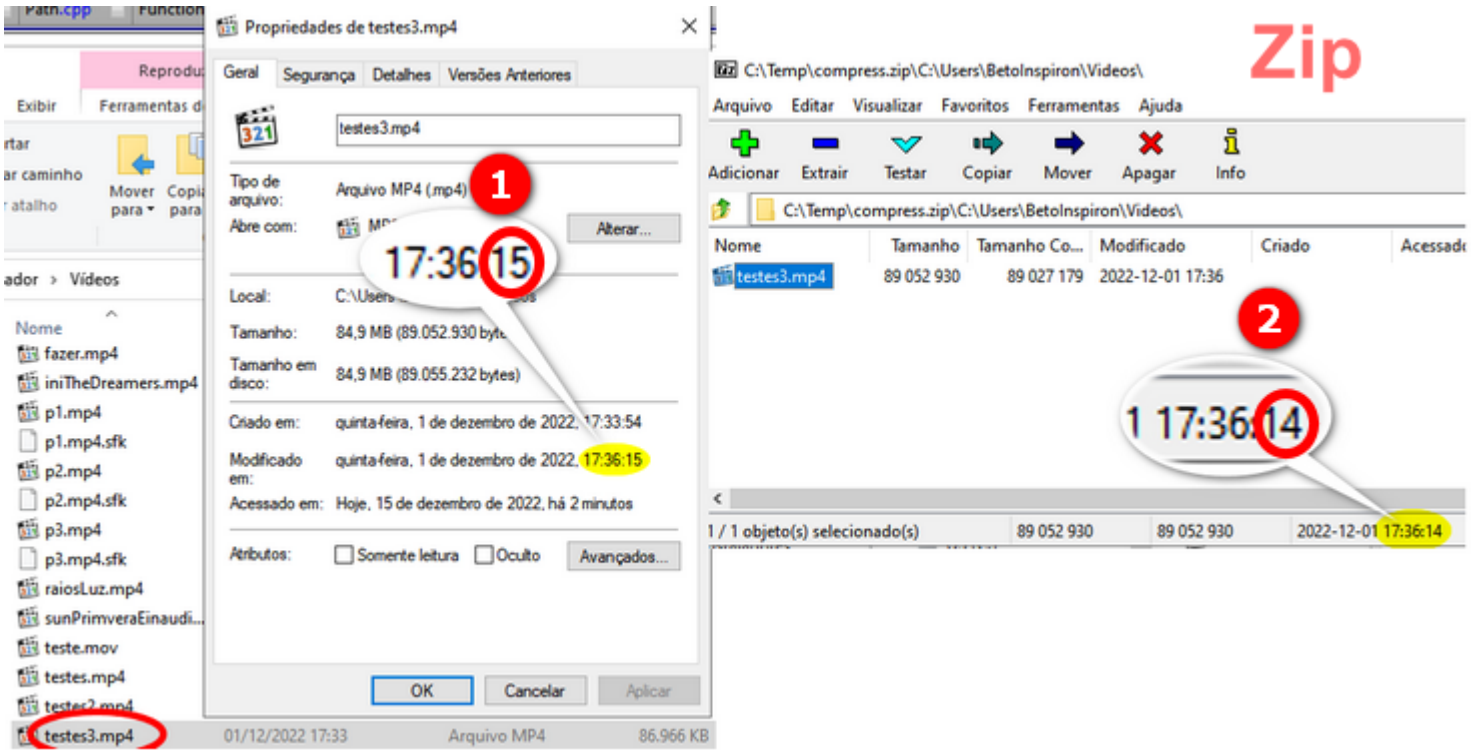
using the routine for saving compressed files in the zip file, I found that in some cases there is divergence from the time passed as parameter. I performed tests, just like the attached image. That is, if you save a file that was modified at a certain "second", the routine, for some wrong reason, saves 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 518 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
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For some reason, zip format has 2 second resolution (do not ask me why...