

## Re: COleDateTime::GetCurrentTime() problem

---

*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-10/msg01762.html>

---

- *From:* David Lowndes <[DavidL@xxxxxxxxxxxxxxxxx](mailto:DavidL@xxxxxxxxxxxxxxxxx)>
  - *Date:* Mon, 30 Oct 2006 09:51:47 +0000
- 

You are right, it has to do with altering floating point processor settings.  
Using the flag D3DCREATE\_FPU\_PRESERVE when creating the Direct3D device solves the problem.

Searching the newsgroups it appears that others have also suffered from this problem :(

If you've not done so, I think it'd be worthwhile submitting a bug report on it (and the solution) to ensure MS are aware of the problem – and so they can come up with some solution in the future, even if that's only documenting the fact that something as innocuous as COleDateTime::GetCurrentTime() can fail because of the floating point settings.

In the absence of an obvious bug report by the OP on the connect site, I've created this one:

<https://connect.microsoft.com/VisualStudio/feedback/ViewFeedback.aspx?FeedbackID=233345>

Anyone who's interested can vote/validate it.

Dave

.