Secs2Date   Convert "raw" seconds into <u>DateTimeRec</u> format

#include <<u>OSUtils.h</u>>   **<u>Operating System Utilities</u>**

void	**Secs2Date(** *secs*, *dtrp* **);**	
<u>long</u>	*secs* ;	the "raw" seconds value to convert
<u>DateTimeRec</u>	**dtrp* ;	receives the corresponding date and time

Secs2Date converts a "raw" seconds value (as obtained from **Date2Secs**,
GetDateTime, et al.) and converts it into valid <u>DateTimeRec</u> field values

> *secs* is a "raw" seconds value; i.e., a count of seconds since Midnight,
> 1/1/1904.

> *dtrp* is the address of a 14-byte <u>DateTimeRec</u> structure. Upon return,
> its fields have been set to the <u>year</u>, <u>month</u>, <u>day</u>, <u>hour</u>, <u>minute</u>,
> <u>second</u>, and <u>dayOfWeek</u> corresponding to the value of *secs*. Leap
> years, and other oddities of the calendar are handled correctly.

Returns: none

Notes: **Secs2Date** is useful for obtaining a palatable date and time from a raw
seconds value. The former is handy for human consumption, the later is
handy for date and time calculations and comparisons. See **Date2Secs** for
an example of usage.

Use the **IUDateString** and **IUTimeString** functions to convert "raw"
seconds directly into a string.

Since the base date for the "raw seconds" value is 1/1/1904 and since *secs*
is a 32-bit value, you won't be able to calculate with dates beyond February
6, 2040.