



This is part of **Family API** which allow to create dual-os version of program runs under OS/2 and DOS

**Note:** This is legacy API call. It is recommended to use 32-bit equivalent

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## DosSetDateTime

This call is used to set the date and time that are maintained by the operating system.

### Syntax

DosSetDateTime (DateTime)

### Parameters

;DateTime (PDATETIME) - input : Address of the date and time structure: ::hours (UCHAR) - Current hour (0-23) ::minutes (UCHAR) - Current minute (0-59) ::seconds (UCHAR) - Current second (0-59) ::hundredths (UCHAR) - Current hundredth of a second (0-99) ::day (UCHAR) - Current day (1-31) ::month (UCHAR) - Current month (1-12) ::year (USHORT) - Current year (1980-2079) ::timezone (SHORT) - Minutes west of UTC (Universal Time Coordinate -720 to 720). ::weekday (UCHAR) - Current day of the week. This value is ignored and is calculated from the other parameter information.

### Return Code

rc (USHORT) - return Return code descriptions are: \* 0 NO\_ERROR \*327 ERROR\_TS\_DATETIME

### Remarks

The value of timezone is the difference in minutes between the current time zone and UTC. This is a positive number if earlier than UTC, and negative number if it is later. For Eastern Standard Time this value is 300 (five hours earlier than UTC).

To get the date and time, issue DosGetDateTime. If the application is executing in the OS/2 environment, it is more efficient to obtain these variables by calling DosGetInfoSeg instead of this function. However, applications written to the family API cannot depend on the availability of DosGetInfoSeg.

Not adhering to the limits on any of the parameters results in the return code being set to rc = 327 (ERROR\_TS\_DATETIME). Also, OS/2 verifies that the day is possible for the month and the year (even

for leap year). If the day is not reasonable, OS/2 will also set rc = 327.

## Example Code

## C Binding

```
<PRE> typedef struct _DATETIME { /* date */
```

```
    UCHAR    hours;           /* current hour */
    UCHAR    minutes;        /* current minute */
    UCHAR    seconds;        /* current second */
    UCHAR    hundredths;     /* current hundredths of a second */
    UCHAR    day;            /* current day */
    UCHAR    month;          /* current month */
    USHORT   year;           /* current year */
    SHORT    timezone;       /* minutes of time west of UTC */
    UCHAR    weekday;        /* current day of week */
```

```
} DATETIME;
```

```
#define INCL_DOSDATETIME
```

```
USHORT rc = DosSetDateTime(DateTime); PDATETIME DateTime; /* Date/time structure */ USHORT rc;
/* return code */ </PRE> The following example obtains and prints date and time information. It then
changes the system date to 5/10/1987 and prints the updated information. <PRE> #define
INCL_DOSDATETIME #include <os2.h>
```

```
main() {
```

```
    DATETIME    DateTime;           /* Structure to hold date/time info. */
    USHORT      rc;
```

```
    rc = DosGetDateTime(&DateTime); /* Address of d/t structure */
    printf("Today is %d-%d-%d; the time is %d:%d\n", DateTime.month,
           DateTime.day, DateTime.year, DateTime.hours, DateTime.minutes);
    DateTime.day = 10;
    DateTime.month = 5;
    DateTime.year = 1987;
    printf("The new date is %d-%d-%d; the time is %d:%d\n", DateTime.month,
           DateTime.day, DateTime.year, DateTime.hours, DateTime.minutes);
    rc = DosSetDateTime(&DateTime); /* Address of d/t structure */
    printf("rc is %d\n", rc);
```

```
} </PRE>
```

## MASM Binding

<pre> DATETIME struc

```

date_hours      db  ? ;current hour
date_minutes    db  ? ;current minute
date_seconds    db  ? ;current second
date_hundredths db  ? ;current hundredths of a second
date_day        db  ? ;current day
date_month      db  ? ;current month
date_year       dw  ? ;current year
date_timezone   dw  ? ;minutes of time west of UTC
date_weekday    db  ? ;current day of week
    
```

DATETIME ends

EXTRN DosSetDateTime:FAR INCL\_DOSDATETIME EQU 1

PUSH@ OTHER DateTime ;Date/time structure CALL DosSetDateTime

Returns WORD </pre>

## Note

Text based on [http://www.edm2.com/index.php/DosSetDateTime\\_\(Legacy\)](http://www.edm2.com/index.php/DosSetDateTime_(Legacy))

Family API		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSInfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOct1</a> <a href="#">DosDevIOct2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD	<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>	
VIO	<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>	

<b>Family API</b>	
Tools	BIND
Modules	<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries	<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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