

SciQLOP - Bug #739

Times with high precision appear stacked

11/07/2016 03:43 PM - Anonymous

Status:	Closed	Start date:	11/07/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:	legacy	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
revision:	r0	blocked:	No
Description			
Times with high precision appear stacked			

History

#1 - 11/07/2016 03:45 PM - Anonymous

- Status changed from New to Resolved
- % Done changed from 0 to 100

Solved by standardizing time in ms from epoch, in double , without use of QDateTime (error imprecision due to QDateTime operating on 32bits)

#2 - 13/07/2016 11:16 AM - Anonymous

- Status changed from Resolved to In Progress

These precision losses still appears.
After testing, it appears that it is due to :

- OpenGL not able to deal with numbers which dynamics exceeds float capability
- and when number dynamics exceeds double capability, even without OpenGL

#3 - 27/09/2017 09:47 PM - Nicolas Aunai

- Status changed from In Progress to Closed

#4 - 14/02/2019 10:28 AM - Nicolas Aunai

- Category set to legacy