

## Base Language - Bug #7312

### mtime(character) is allowed in 4GL

05/01/2023 06:15 AM - Constantin Asofiei

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Constantin Asofiei	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No	<b>version:</b>	
<b>vendor_id:</b>	GCD		
<b>Description</b>			

#### History

##### #2 - 05/01/2023 06:18 AM - Constantin Asofiei

- % Done changed from 0 to 100
- Assignee set to Constantin Asofiei
- Status changed from New to Review

mtime(character) will raise a Unacceptable datatype for MTIME argument. 12117 ERROR condition.

Committed to 7199c rev 14561.

##### #3 - 05/01/2023 04:14 PM - Greg Shah

- Status changed from Review to Test

Code Review Task Branch 7199c Revision 14561

No objections.

##### #4 - 06/05/2023 10:29 AM - Constantin Asofiei

7199c was merged to trunk rev 14610 and archived

##### #5 - 06/05/2023 10:31 AM - Greg Shah

- Status changed from Test to Closed