
Subject: Exclusion of underline chars in UrlEncode function
Posted by [Sender Ghost](#) on Sat, 13 Mar 2010 20:24:01 GMT
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No need to encode underline chars in UrlEncode function result.

File Web/util.cpp around 91 line:

```
String UrlEncode(String s)
{
    const char *p = s, *e = s.End();
    String out;
    for(; p < e; p++)
    {
        const char *b = p;
        while(p < e && (byte)*p > ' ' && (byte)*p < 127
            && (IsAlNum(*p) || *p == ';' || *p == '.' || *p == '-' || *p == '_'))
            p++;
        if(p > b)
            out.Cat(b, int(p - b));
        if(p >= e)
            break;
        if(*p == ' ')
            out << '+';
        else
            out << '%' << hex_digits[(*p >> 4) & 15] << hex_digits[*p & 15];
    }
    return out;
}
```

Subject: Re: Exclusion of underline chars in UrlEncode function
Posted by [mirek](#) on Mon, 15 Mar 2010 13:38:02 GMT
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Sender Ghost wrote on Sat, 13 March 2010 15:24No need to encode underline chars in UrlEncode function result.

File Web/util.cpp around 91 line:

```
String UrlEncode(String s)
{
    const char *p = s, *e = s.End();
    String out;
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```
while(p < e && (byte)*p > ' ' && (byte)*p < 127
  && (IsAlNum(*p) || *p == ';' || *p == '.' || *p == '-' || *p == '_'))
  p++;
if(p > b)
  out.Cat(b, int(p - b));
if(p >= e)
  break;
if(*p == ' ')
  out << '+';
else
  out << '%' << hex_digits[( *p >> 4) & 15] << hex_digits[*p & 15];
}
return out;
}
```

OK, why not...

Mirek
