
Subject: Re: bug in latest svn

Posted by [mdelfede](#) on Sun, 04 May 2008 10:17:27 GMT

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Novo wrote on Sun, 04 May 2008 03:35mdelfede wrote on Sat, 03 May 2008 13:17

AFAIK that's a right behavior, as returned temporary string is first assigned to result and then deleted.

IMHO, the way you describe would work if the function looks like below.

```
String GetCppFile(int i);
```

Current implementation is similar to code below.

```
const String* GetCppFile(int i)
{
    INTERLOCKED_(cpp_file_mutex) {
        return &cpp_file[i];
    }
    return &String();
}
```

Does this look correct to you?

Nope, I guess... here you're returning a reference to a local variable, that can (and usually IS) destroyed BEFORE function returns. So, you could make it static to solve the problem, but then you'd have many other problems, in particular with MT.

Returning a String() value is less efficient, but guarantees that string is not destroyed on function return before the value is taken.

Max
