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Subject: Problem and fix in HexString

Posted by [koldo](#) on Mon, 06 Sep 2010 16:29:44 GMT

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Hello Mirek

HexString(const byte \*s, int count, int sep, int sepchr) function in file Util.cpp, line 545, does not support count == 0.

In that case, it tries to allocate:

StringBuffer b(2 \* count + (count - 1) / sep)

, that is

StringBuffer b(-1)

, so it gives an exception.

Just beginning the function with a

if (count <= 0)

return "";

would solve it.

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