
Subject: Re: Store empty string to database
Posted by [dolik.rce](#) on Sat, 20 Oct 2012 15:55:06 GMT
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Out of curiosity, I tried to alter `String(const Nuller&)` and `IsNull(const String&)` and compile TheIDE. It compiles well (not surprising) and it even mostly runs (very surprising). There are some artifacts caused by improper use of not-any-more-interchangeable calls to `IsEmpty` and `IsNull`, but most of the application somehow works. The most broken parts of U++ (with this patch) are not surprisingly `CParser`, `CodeEditor` and other classes heavily dealing with strings. I was expecting it to be much worse Maybe there is hope to make the switch and start using `void` as `null`

Honza

PS: The patch (for other curios people) :

```
--- upp-production/uppsrc/Core/String.h (revision 5441)
+++ upp-production/uppsrc/Core/String.h (working copy)
```

```
@@ -341,7 +341,7 @@
```

```
    int  GetCharCount() const;
```

```
    String()                                { Zero(); }
-    String(const Nuller&)                  { Zero(); }
+    String(const Nuller&)                  { ptr = (char*)(voidptr + 1); LLen() = 0; SLen() =
15; chr[KIND] = 50; }
    String(const String& s)                  { String0::Set(s); }
    String(const char *s);
    String(const String& s, int n)           { ASSERT(n >= 0 && n <= s.GetLength());
String0::Set(~s, n); }
@@ -495,7 +495,7 @@
}
```

```
template<>
-inline bool IsNull(const String& s)        { return s.IsEmpty(); }
+inline bool IsNull(const String& s)        { return s.IsVoid(); }
```

```
template<>
inline String AsString(const String& s)     { return s; }
```
