
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()
-    String(const Nuller&
+    String(const Nuller&
15; chr[KIND] = 50; }
     String(const String& s)
     String(const char *s);
     String(const String& s, int n)
String0::Set(~s, n); }
@@ -495,7 +495,7 @@
}

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

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