
Subject: Re: Feature request: Add LZMA SDK to U++
Posted by [dolik.rce](#) on Thu, 24 Jan 2013 17:39:35 GMT
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I have good news and bad news...

Good news is that the crash in optimal mode is now fixed and it works as supposed. The silly me forgot that ASSERTs are not present in production code...

Bad news is that I found another bug. Sometimes, one more null byte is added to the decompressed data. I'm not sure yet how it is possible, but I will try to solve it ASAP.

Honza
