
Subject: Re: Bug: AString::ReverseFind broken for wchar
Posted by [mirek](#) on Sun, 02 Mar 2014 17:35:43 GMT

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I might be wrong, but:

```
int AString<B>::ReverseFind(int len, const tchar *s, int from) const
{
    ASSERT(from >= 0 && from <= GetLength());
    if(from < GetLength()) {
        const tchar *ptr = B::Begin();
        const tchar *p = ptr + from - len + 1;
        len *= sizeof(tchar); <<<<<<<<<<<<<<<<<<<<<<
        while(p >= ptr) {
            if(*s == *p && memcmp(s, p, len) == 0)
                return (int)(p - ptr);
            p--;
        }
    }
    return -1;
}
```

should do the trick, IMO?

But two _memeq problem is real, thank you! (fixed)

Mirek
