Subject: Re: Skylark functions/links
Posted by mirek on Mon, 14 Apr 2014 18:16:13 GMT

mingodad wrote on Mon, 14 April 2014 16:49Thanks for the link !

I've created this function:

```
Value WitzUrlEncode(const Vector<Value>& arg, const Renderer *) {
 if(arg.GetCount() != 1 || !IsString(arg[0]))
  return String();
 StringBuffer buf;
 UrlEncode(buf, String(arg[0]));
 return Value(buf.Begin());
}

INITBLOCK {
 Compiler::Register("url_encode", WitzUrlEncode);
}
```

But I get two kind of errors ($rec.name has valid content) :

$url_encode($rec.name) >>> Internal server error (206,12): missing number
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or

$url_encode(rec.name) >>> *************PANIC: Invalid memory access! Segmentation fault (core dumped)

Probably a bug in U++ !!!

Attached sample to test!

Well, this is nice one... :)

What happened here is that you have probably seen

UrlEncode(StringBuffer& b, const char *s) signature in Skylark - but that is local function (my fault, should have made it static).

What got called instead was

UrlEncode(const char *begin, const char *end);

(from Core/Inet.h)

which, having begin and end pointing to unrelated things, obviously crashed.

This works:

```
Value WitzUrlEncode(const Vector<Value>& arg, const Renderer *) {
  return arg.GetCount() == 1 && IsString(arg[0]) ? UrlEncode(arg[0]) : String();
}

INITBLOCK {
  Compiler::Register("url_encode", WitzUrlEncode);
}
```