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Subject: Re: [BUG] ToUpper, ToLower, and ToAscii (char\*, int) causes AssertFailed  
Posted by [mirek](#) on Sun, 05 Jun 2016 16:15:28 GMT

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There are two reasons why this crashes:

a) default encoding is UTF8 and with UTF8 conversion in general does not guarantee that the output number of bytes is the same as input one. Now in this case, it is, but I do not think it is even healthy to support this conversion. You can make it work by adding some 8-bit charset, like

```
ToUpper(s, 4, CHARSET_WIN1252);
```

b) you are overwriting string literal, which is undefined behaviour. So

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    char s[] = "abcd";  
    ToUpper(s, 4, CHARSET_WIN1250);  
}
```

Mirek

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