
Subject: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by [SergeA](#) on Fri, 13 Oct 2017 08:48:03 GMT
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Bugs in win32clip.cpp

```
void AppendFiles(VectorMap<String, ClipData>& clip, const Vector<String>& files)
{
    WString wfiles;
    for(int i = 0; i < files.GetCount(); i++)
        wfiles << files[i].ToWString() << wchar('\0'); //Fix
//Bugs wfiles << files[i].ToWString() << "\0";
.....
```