
Subject: Re: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by [SergeA](#) on Thu, 19 Oct 2017 10:04:55 GMT
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Bugs not fixed in Upp Version 11387

Test program:

```
#include <Core/Core.h>
#include <CtrlCore/CtrlCore.h>
using namespace Upp;

CONSOLE_APP_MAIN
{
    VectorMap<String, ClipData> clip;
    Vector<String> files = { "11.bmp", "22.bmp" };
    AppendFiles(clip, files);
    Vector<String> vs = GetClipFiles(clip.Get("files").Render());
    DUMP(vs);
}
//Before Fix
DUMP(vs)

//After Fix
DUMP(vs)
vs = [11.bmp, 22.bmp]
```

Please fix in file Win32Clip.cpp lineno: 506
from
wfiles << files[i].ToWString() << "\0"; //-- Bugs
to
wfiles << files[i].ToWString() << wchar("\0"); //++ Fix

Thanks!