
Subject: Big issue with Visual Studio 2019 (some versions)

Posted by [Alboni](#) on Sat, 08 Feb 2020 01:19:40 GMT

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Hello,

There is a big issue with Visual Studio 2019 (some versions)

The example gives a warning and with reason

It may seem like a small issue but it's not. This is used all over UPP and Thelde.

I can't compile a working non crashing version of Thelde (and my software) with it.

It's roulette whether it works or not. On my colleague's computer it works, on mine it doesn't

See example below.

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

using namespace Upp;

// this construction is used a lot in upp
String SomeFunction()
{
    StringBuffer s;
    s.Cat("M\0nkey", 6); // some binary data
    return s; // warning C4927: illegal conversion; more than one user-defined conversion has been
    // implicitly applied

    // this construction (returning a StringBuffer to a String return type) is used a LOT in UPP
    // it relies on the constructor of String(StringBuffer&) to do the copying
    // However another path is from StringBuffer::Begin() -> String::String(const char*)
    // this however does not work for binary data (containing a 0)
    // Visual Studio 2019 picks the first or the second option depending on which *EXACT* version of
    // it you're using, and gives this warning that it flipped a coin
    // IT IS NOT A BENIGN WARNING! It's roulette if the software works or not.
    // I cannot compile a stable executable of Thelde with VS2019 on my computer. It just keeps
    // crashing. My colleague can.
}

CONSOLE_APP_MAIN
{
    String rv = SomeFunction();
    Cout() << rv.GetCount() << "\r\n"; // Should print 6, but prints 1
}
```

File Attachments

- 1) [StringBuffer.exe](#), downloaded 351 times
- 2) [StringBuffer.zip](#), downloaded 318 times
- 3) [error.txt](#), downloaded 301 times
