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'd not. This is used all over UPP and TheIde.
I can't compile a working non crashing version of TheIde (and my sofware) with it.
It's roulette whether it works or not. On my collegues 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 contruction (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 TheIde with VS2019 on my computer. It just keeps
 // crashing. My collegue can.
}

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

File Attachments

1) StringBuffer.exe, downloaded 505 times
2) StringBuffer.zip, downloaded 454 times
3) error.txt, downloaded 423 times