Subject: Re: Big issue with Visual Studio 2019 (some versions)
Posted by Alboni on Sun, 09 Feb 2020 13:33:36 GMT
View Forum Message <> Reply to Message

Yeah, don't break your computer.

I came up with this:

```
#include <iostream>

typedef unsigned char bYte;
#define min(a,b) ( a<b ? a : b )

class B;

class A {
 public:
  bYte data[256]; bYte datalen;

 public:
  A(const void* b, bYte len); // assign binary data
  A(char* string); // assign C string
  A(B& b);
  operator char*() // to c string
  {
   data[sizeof(data)-1]=0;
   return (char*)data;
  };
};

class B {
 public:
  bYte data[256]; bYte datalen;

 public:
  B(const void* b, bYte len); // assign binary data
  B(char* string); // assign C string
  operator char* ()  // to c string
  {
   data[sizeof(data)-1]=0;
   return (char*)data;
  }
};


A::A(const void* b, bYte len) // assign binary data
{
```

```
 datalen = min(len, sizeof(data)-1);
 memcpy(data, b, datalen);
 data[datalen]=0;
}

A::A(char* string) // assign C string
{
 datalen = min(strlen(string)+1, sizeof(data));
 memcpy(data, string, datalen);
 data[sizeof(data)-1]=0;
}

A::A(B& b)
{
 datalen = b.datalen;
 memcpy(data, b.data, sizeof(data));
}

B::B(const void* b, bYte len) // assign binary data
{
 datalen = min(len, sizeof(data)-1);
 memcpy(data, b, datalen);
 data[datalen]=0;
}

B::B(char* string) // assign C string
{
 datalen = min(strlen(string)+1, sizeof(data));
 memcpy(data, string, datalen);
 data[sizeof(data)-1]=0;
}

A ReturnB()
{
 const char binary[10] = {1,2,0,3,4,5,6,7,8,0};
 B b(binary, 10);
 return b;
}

int main(int argc, const char *argv[])
{
 A a = ReturnB();
 int len = a.datalen;
 std::cout << "This should return 10 and it returns " << len << "\r\n";
 return 0;
}
```

File Attachments

1) msvc10bug.exe, downloaded 263 times
2) msvc10bug.cpp, downloaded 255 times