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Subject: Re: 32 bit wchar - for now in branch  
Posted by [mirek](#) on Wed, 01 Dec 2021 16:02:11 GMT  
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Tom1 wrote on Wed, 01 December 2021 14:54: Another issue: When calling `ToUtf16(const char *s)` with `s=0`, it crashes. (This does work correctly with 2021.1, i.e. without crashes.)

Here's the place in `Core/Charset.h`:

```
inline Vector<char16> ToUtf16(const char *s)    { return ToUtf16(s, (int)strlen(s)); }
```

It would work with:

```
inline Vector<char16> ToUtf16(const char *s)    { return ToUtf16(s, s?(int)strlen(s):0); }
```

Best regards,

Tom

Hopefully fixed.

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