
Subject: BUG + FIX: FileSelNative shows default filename as some trash characters
Posted by [zsolt](#) on Sat, 03 Sep 2022 02:19:12 GMT

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On windows, using MSC it shows trash, with CLANG: nothing.

To reproduce and test:

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

using namespace Upp;

GUI_APP_MAIN
{
    FileSelNative fs;
    fs
        .Type(t_("CSV files"), "*.csv")
        .AllFilesType()
        .ActiveDir("c:\\tmp")
        .DefaultExt("csv")
        .Set("ABCDEF.csv");
    if(!fs.ExecuteSaveAs())
        return;

    PromptOK("Filename:&&" + DeQtf(~fs));

}
```

The fix:

```
@@ -191,33 +191,33 @@ bool FileSelNative::Execute(bool open, const char *dlgtitle) {
    ofn.lpstrInitialDir = W32(activemdir);
    ofn.lpfnHook = sCenterHook;
    int bufsize = ofn.nMaxFile = (multi ? 32000 : _MAX_PATH);
    Buffer<char16> buffer(bufsize);
    *(ofn.lpstrFile = buffer) = 0;
    if(!filename.IsEmpty())
    {
        - String out;
        + Vector<char16> out;
        for(int i = 0; i < filename.GetCount(); i++)
        {
            if(*ofn.lpstrInitialDir == 0 && FindFile().Search(AppendFileName(GetFileDialogue(filename[i]),
            **)))
                ofn.lpstrInitialDir = W32(GetFileDialogue(filename[i]));
            if(!open || FileExists(filename[i]))
            {
```

```
String fn = GetFileName(filename[i]);
if(!IsNull(fn))
{
    if(multi && fn.Find(' ') >= 0)
-    out << W32(String() << '\"' << fn << '\"');
+    out.Append( ToSystemCharsetW(\"" + fn + '\"'));
    else
-    out << W32(fn);
-    out.Cat(0);
+    out.Append(ToSystemCharsetW(fn));
+    out.Add(0);
}
}
}
}

- int l = min(out.GetLength(), bufsize - 1);
+ int l = min(out.GetCount()*2, bufsize - 1);
    memcpy(buffer, out, l + 1);
}

if(dlgtitle)
    ofn.lpstrTitle = W32(dlgtitle);
else if(open)
    ofn.lpstrTitle = W32(t_("Open.."));


```
