
Subject: BUG + FIX: FileSelNative shows default filename as some trash characters
Posted by [zsoit](#) 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(activatedir);  
  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(GetFileDirectory(filename[i]),  
**"))  
      ofn.lpstrInitialDir = W32(GetFileDirectory(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.."));
```
