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(activedir);
  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.."));
```