
Subject: Re: 2022.3rc4

Posted by [Klugier](#) on Sat, 24 Dec 2022 12:13:42 GMT

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Hello Lindquist and Mirek,

Thank you for raising this issue! I confirm that this issue is critical in the context of release. It is with us since 2022.1 when we introduced wchar that is 4 bytes length. The problem is that winapi requires 2 bytes instead of 4 bytes. The problem is with AppendFiles:

```
void AppendFiles(VectorMap<String, ClipData>& clip, const Vector<String>& files)
{
    WString wfiles;
    for(int i = 0; i < files.GetCount(); i++)
        wfiles << files[i].ToWString() << (wchar)0;
    sDROPFILES h;
    h.unicode = true;
    h.offset = sizeof(h);
    GetCursorPos(&h.pt);
    h.nc = TRUE;
    String data;
    data.Cat((byte *)&h, sizeof(h));
    data.Cat((byte *)~wfiles, 2 * (wfiles.GetCount() + 1)); // Windows wants 2 bytes unicode string
    // instead of 4 bytes we are providing
    clip.GetAdd("files") = ClipData(data);
}
```

Mirek, you should be able to propose the best solution here since you know the WString 4 bytes internals very well. I would opt for something like using ToSystemCharset on files to make sure that we have proper encoding.

The bug can be reproduce with reference/DropFiles example. In this case you can not drop files from the window.

The issue is only reproduce on Windows.

Klugier
