Subject: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by SergeA on Fri, 13 Oct 2017 08:48:03 GMT
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Bugs in win32clip.cpp

```
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'); //Fix
//Bugs  wfiles << files[i].ToWString() << "\0";
.....
```

Subject: Re: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by mirek on Fri, 13 Oct 2017 11:47:31 GMT
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Thanks, applied.

Subject: Re: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by SergeA on Thu, 19 Oct 2017 10:04:55 GMT
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Bugs not fixed in Upp Version 11387

Test program:

```
#include <Core/Core.h>
#include <CtrlCore/CtrlCore.h>
using namespace Upp;

CONSOLE_APP_MAIN
{
 VectorMap<String, ClipData> clip;
 Vector<String> files = { "11.bmp", "22.bmp" };
 AppendFiles(clip, files);
 Vector<String> vs = GetClipFiles(clip.Get("files").Render());
 DUMP(vs);
}
//Before Fix
DUMP(vs)
```

```
//After Fix
DUMP(vs)
vs = [11.bmp, 22.bmp]
```

Please fix in file Win32Clip.cpp lineno: 506
from
```
 wfiles << files[i].ToWString() << "\0"; //-- Bugs
```
to
```
 wfiles << files[i].ToWString() << wchar('\0'); //++ Fix
```

Thanks!

Subject: Re: Bugs in AppendFiles for Win32 (CtrlCore)
Posted by mirek on Thu, 19 Oct 2017 13:59:30 GMT
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Sorry, forgot to commit.

Mirek
