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Subject: Probable nasty bug with StringBuffer  
Posted by [mdelfede](#) on Thu, 12 Aug 2021 16:07:59 GMT  
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This snippet:

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

```
using namespace Upp;
```

```
String test()
{
    StringBuffer sb(10);
    sb[0] = 'a';
    sb[1] = 'b';
    sb[2] = 'c';
    sb[3] = 'd';
    sb[4] = 'e';
    sb[5] = 0;
    sb[6] = 'f';
    sb[7] = 'g';
    sb[8] = 'h';
    sb[9] = 'i';
    return sb;
}
```

```
CONSOLE_APP_MAIN
{
    String s = test();
    Cerr() << "len(s)=" << s.GetCount() << "\n";
}
```

prints 10 in Linux with GCC and 5 in windows10 with msvc19 compiler, 32 bit.

Tracing it I found that converting sb to string just before test() return uses strlen(), which obviously stops at '0' byte in string.

It used to behave correctly before (msvc15 compiler) but now because of a problem in SIMD\_SSE2.h I can't compile with it anymore.

This problem appeared in Cypher bazaar (and also UppHub) package, which make encrypted strings containint '0' bytes to be truncated.

Ciao

Massimo

p.s.: quick solution is to do a 'return String(sb)' instead of 'return sb', but IMHO this is a dangerous

bug, as used way should be correct anyways...

p.p.s.: clang compiler brings correct result.

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Subject: Re: Probable nasty bug with StringBuffer  
Posted by [mirek](#) on Thu, 19 Aug 2021 15:28:12 GMT  
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I am getting len(s) = 10 in all circumstances.

What U++ are you on? I remember fixing something possibly related around StringBuffer 1-2 years ago.

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Subject: Re: Probable nasty bug with StringBuffer  
Posted by [mdelfede](#) on Thu, 19 Aug 2021 16:36:28 GMT  
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Mhhh... I will re-check. I reinstalled on windows10 (I was on 7 before), but I did an svn update.

I'll double check on next days.

Thank you!

Massimo

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Subject: Re: Probable nasty bug with StringBuffer  
Posted by [mirek](#) on Thu, 19 Aug 2021 17:11:11 GMT  
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mdelfede wrote on Thu, 19 August 2021 18:36Mhhh... I will re-check. I reinstalled on windows10 (I was on 7 before), but I did an svn update.

I'll double check on next days.

Thank you!

Massimo

Note that svn is now read-only, we moved to github... but that should not affect your problem, that is just recent issue

Mirek

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