Subject: Exclusion of underline chars in UrlEncode function
Posted by Sender Ghost on Sat, 13 Mar 2010 20:24:01 GMT
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No need to encode underline chars in UrlEncode function result.

File Web/util.cpp around 91 line:

```
String UrlEncode(String s)
{
 const char *p = s, *e = s.End();
 String out;
 for(; p < e; p++)
 {
  const char *b = p;
  while(p < e && (byte)*p > ' ' && (byte)*p < 127
   && (IsAlNum(*p) || *p == ',' || *p == '.' || *p == '-' || *p == '_'))
   p++;
  if(p > b)
   out.Cat(b, int(p - b));
  if(p >= e)
   break;
  if(*p == ' ')
   out << '+';
  else
   out << '%' << hex_digits[(*p >> 4) & 15] << hex_digits[*p & 15];
 }
 return out;
}
```

Subject: Re: Exclusion of underline chars in UrlEncode function
Posted by mirek on Mon, 15 Mar 2010 13:38:02 GMT
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Sender Ghost wrote on Sat, 13 March 2010 15:24No need to encode underline chars in UrlEncode function result.

File Web/util.cpp around 91 line:

```
String UrlEncode(String s)
{
 const char *p = s, *e = s.End();
 String out;
 for(; p < e; p++)
 {
  const char *b = p;
```

```
  while(p < e && (byte)*p > ' ' && (byte)*p < 127
   && (IsAlNum(*p) || *p == ',' || *p == '.' || *p == '-' || *p == '_'))
   p++;
  if(p > b)
   out.Cat(b, int(p - b));
  if(p >= e)
   break;
  if(*p == ' ')
   out << '+';
  else
   out << '%' << hex_digits[(*p >> 4) & 15] << hex_digits[*p & 15];
 }
 return out;
}
```

OK, why not...

Mirek
