

---

Subject: Bug: AString<B>::ReverseFind broken for wchar  
Posted by [hans](#) on Sun, 02 Mar 2014 16:49:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Small bug in SVN rev6982:

in function

```
int AString<B>::ReverseFind(int len, const tchar *s, int from) const
```

change line

```
if(*s == *p && memcmp(s, p, len) == 0)
```

to

```
if(*s == *p && memcmp(s, p, len*sizeof(tchar)) == 0)
```

Thanks,  
Hans

---

---

Subject: Re: Bug: AString<B>::ReverseFind broken for wchar  
Posted by [hans](#) on Sun, 02 Mar 2014 17:15:52 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

Similar bug is in new code of string::Find():

Please change in

```
template <class tchar>
force_inline bool swo_memeq(const tchar *a, const tchar *b, int len)
```

the second line

```
return memcmp(a, b, len) == 0;
```

to

```
return memcmp(a, b, len*sizeof(tchar)) == 0;
```

Thanks,  
Hans

---

Subject: Re: Bug: AString<B>::ReverseFind broken for wchar  
Posted by [mirek](#) on Sun, 02 Mar 2014 17:35:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I might be wrong, but:

```
int AString<B>::ReverseFind(int len, const tchar *s, int from) const
{
    ASSERT(from >= 0 && from <= GetLength());
    if(from < GetLength()) {
        const tchar *ptr = B::Begin();
        const tchar *p = ptr + from - len + 1;
        len *= sizeof(tchar); <<<<<<<<<<<<<<<<<<<<<<
        while(p >= ptr) {
            if(*s == *p && memcmp(s, p, len) == 0)
                return (int)(p - ptr);
            p--;
        }
    }
    return -1;
}
```

should do the trick, IMO?

But two\_memeq problem is real, thank you! (fixed)

Mirek

---

---

Subject: Re: Bug: AString<B>::ReverseFind broken for wchar  
Posted by [hans](#) on Sun, 02 Mar 2014 17:56:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Mirek you are right

I've overlooked this.  
ReverseFind is not buggy.

Hans

---