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 svo_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 tvo_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'v overlooked this.
ReverseFind is not buggy.

Hans
