

U++ - Bug #1723

Ide::IdePaste(String& data) shall be reviewed, it stop when file size reache 5000000 B without warning

05/17/2017 02:09 PM - Abdelghani Omari

Status:	Approved	Start date:	05/17/2017
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
In this function I noticed two things: - it stops at 5000000 without warning - I do not understand the condition (if(len > 5000000 data.GetLength() + len < 5000000)) why (len > 5000000) ? perhaps it will be (len < 5000000) - 5000000 as limit is too small. <pre>void Ide::IdePaste(String& data) { data.Clear(); if(AcceptFiles(Clipboard())) { Vector<String> s = GetFiles(Clipboard()); for(int i = 0; i < s.GetCount(); i++) if(FileExists(s[i]) && IsTextFile(s[i], 10000)) { int64 len = GetFileLength(s[i]); if(len > 5000000 data.GetLength() + len < 5000000) data.Cat(LoadFile(s[i])); } } }</pre> here the patched function: <pre>void Ide::IdePaste(String& data) { data.Clear(); if(AcceptFiles(Clipboard())) { Vector<String> s = GetFiles(Clipboard()); for(int i = 0; i < s.GetCount(); i++) if(FileExists(s[i]) && IsTextFile(s[i], 10000)) { int64 len = GetFileLength(s[i]); if(data.GetLength() + len > 104857600) { Exclamation("The file size reaches the limit of 100 MB."); return; } data.Cat(LoadFile(s[i])); } } }</pre>			

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}  
}
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History

#1 - 05/17/2017 02:23 PM - Abdelghani Omari

- Status changed from New to Patch ready

#2 - 05/17/2017 02:24 PM - Abdelghani Omari

- Description updated

#3 - 05/17/2017 05:07 PM - Miroslav Fidler

- Status changed from Patch ready to Approved