
Subject: Re: 32 bit wchar - for now in branch
Posted by [Tom1](#) on Thu, 02 Dec 2021 07:42:41 GMT
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mirek wrote on Wed, 01 December 2021 18:02Tom1 wrote on Wed, 01 December 2021 14:54Another issue: When calling ToUtf16(const char *s) with s=0, it crashes. (This does work correctly with 2021.1, i.e. without crashes.)

Here's the place in Core/Charset.h:

```
inline Vector<char16> ToUtf16(const char *s)      { return ToUtf16(s, (int)strlen(s)); }
```

It would work with:

```
inline Vector<char16> ToUtf16(const char *s)      { return ToUtf16(s, s?(int)strlen(s):0); }
```

Best regards,

Tom

Hopefully fixed.

Hi,

Now it freezes entirely, as:

```
inline int strlen8(const char *s) { return s ? (int)strlen8(s) : 0; }goes into an eternal recursion.
```

It should be:

```
inline int strlen8(const char *s) { return s ? (int)strlen(s) : 0; }
```

Best regards,

Tom
