

Subject: : AmigaOS4

Topic: : vsprintf implementation (need floating point support)

Re: vsprintf implementation (need floating point support)

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@all

While it surely not related to salas00 implementation of swprintf, find out today that I have bugs with some code I tried to port, which have such stuff:

```
wchar_t w[50], w2[50];  
swprintf(w, 50, L"Slot %i", i);
```

Where "i" is 0,1 or 2 (and it have it for sure, I checked by printf). But then, such a swprintf draw on the screen not "Slot 1" or "Slot 2", but instead "Slot %i". Like it didn't take into account. And I can't be sure, but probably that causes sometimes crashes as well.

Is it just bad code of swprintf there? Code done on windows, so everything possible.

EDIT: oh, replaced %i on %d and it works!

@frederik

Didn't we have %i and %l implemented there? And if not, can it be that cause of crashes, or it surely not related ?