

## Base Language - Bug #7175

### substitute: incorrect handling of unknown longchar values

03/07/2023 04:42 AM - Vladimir Tsichevski

<b>Status:</b>	Review	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Vladimir Tsichevski	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

### History

#### #2 - 03/07/2023 04:44 AM - Vladimir Tsichevski

An **unknown** lonchar value passed as an formatting parameter for substitute is formatted as null instead of expected ?:

```
DEFINE VARIABLE v AS LONGCHAR NO-UNDO.  
v = ?.  
MESSAGE SUBSTITUTE("Longchar '&l'", v).
```

Note: before OE 11.7 the formatted value in OE was empty string instead of ? :-(  
Note: this bug was first mentioned in #7143-33.

#### #3 - 03/07/2023 04:47 AM - Vladimir Tsichevski

- % Done changed from 0 to 90
- Status changed from New to WIP

This patch fixes this issue:

```
=== modified file 'src/com/goldencode/p2j/util/TextOps.java'  
--- src/com/goldencode/p2j/util/TextOps.java      2023-01-18 13:51:25 +0000  
+++ src/com/goldencode/p2j/util/TextOps.java      2023-03-06 22:04:10 +0000  
@@ -6825,9 +6825,9 @@  
-         // this is required because P4GL uses yes/no instead of true/false  
+         sb.append(new logical(((Boolean) obj)));  
     }  
-     else if (obj instanceof character)  
+     else if (obj instanceof Text)  
     {  
-         character ch = (character) obj;  
+         Text ch = (Text) obj;  
         sb.append(ch.isUnknown() ? "?" : ch.getValue());  
     }  
-     else if (obj instanceof object)
```

**#4 - 03/07/2023 04:51 AM - Vladimir Tsichevski**

- % Done changed from 90 to 100

- Status changed from WIP to Review

Committed as 3827a rev. 14502.