

Re: Possible bug in UnicodeEncoding

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We here at the office have discovered something odd. Can somebody please verify this potential bug for us?

I wouldn't call it a bug. There's no guarantee that a random byte array will come back the same after a `Encoding.GetString/Encoding.GetBytes` roundtrip. Some byte values may have spacial meaning or may be invalid according to that encoding. So you can't take an arbitrary blob and decode it to a string like that.

Mattias

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