

Re: Using c runtime funcs on a BSTR

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.atl/2006-01/msg00326.html>

- *From:* "Alexander Nickolov" <agnickolov@xxxxxxx>
 - *Date:* Thu, 26 Jan 2006 17:15:09 -0800
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The buffer is 10 characters. Pass any larger string and you get buffer overrun. I suggest at the very least you should use `snprintf()` instead...

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Alexander Nickolov
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MVP VC FAQ: <http://www.mvps.org/vcfaq>
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<sbrade@xxxxxxxx> wrote in message
news:1138233352.111135.29480@xx

- > Thanks for both your replies.
- >
- > I have just inherited this code base and am going over the layout of
- > the classes and trying to understand their inner workings & am
- > stumbling across various patterns that I'm concerned about, and am
- > looking for feedback on improvements or issues with code that's just
- > plain wrong and that needs fixing. I have found out that there are
- > various memory leaks that have been detected in the field and hence the
- > concern.
- >
- > So, besides the check for an NULL Input string, is your recommendation
- > that the call to `sprintf` may not cause any issues & be left as-is?
- >
- > Thanks,
- > Braden.
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- *References:*
 - ◆ [Using c runtime funcs on a BSTR](#)
◇ *From:* sbrade

Re: Using c runtime funcs on a BSTR

◆ **Re: Using c runtime funcs on a BSTR**

◇ From: Alexander Nickolov

◆ **Re: Using c runtime funcs on a BSTR**

◇ From: sbrade

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