

New issue

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A native crash #15

Closed letme2010 opened this issue on Nov 6, 2018 · 1 comment

letme2010 commented on Nov 6, 2018 Contributor

```
#####CRASH STACK:
#0 0x00007fbf4050ea21 in icu_59::CharsetMatch::getName() const ()
from /home/tuna/papilio/node_modules/detect-character-encoding/build/Release/icuWrapper.node
#1 0x00007fbf4050d35b in DetectCharacterEncoding(Nan::FunctionCallbackInfo<Value> const&) ()
from /home/tuna/papilio/node_modules/detect-character-encoding/build/Release/icuWrapper.node
#2 0x00007fbf4050cf96 in Nan::(anonymous namespace)::FunctionCallbackWrapper(v8::FunctionCallbackInfo<Value> const&) ()
from /home/tuna/papilio/node_modules/detect-character-encoding/build/Release/icuWrapper.node

#####USE THIS DEMO TO REAPPEARS:
function main() {
  console.log("====START====");
  let rawData = new Buffer('AD', 'hex');
  const detectCharacterEncoding = require('detect-character-encoding');
  const charsetMatch = detectCharacterEncoding(rawData);
  console.log("====END====", charsetMatch.encoding);
}

#####FIXUP DIFF:
diff --git a/icuWrapper.cpp b/icuWrapper.cpp
index a228fe0..8d0bba3 100644
--- a/icuWrapper.cpp
+++ b/icuWrapper.cpp
@@ -34,6 +34,12 @@ NAN_METHOD(DetectCharacterEncoding) {

    charsetMatch = ucsdet_detect(charsetDetector, &errorCode);

    if(NULL == charsetMatch) {

        Nan::ThrowError("Failed to charset not match.");

        ucsdet_close(charsetDetector);

        return;

    }

    if(U_FAILURE(errorCode)) {
        Nan::ThrowError("Failed to detect charset.");
        ucsdet_close(charsetDetector);
    }
}
```

sonicdoe closed this as completed in [992a110](#) on Nov 6, 2018

sonicdoe commented on Nov 6, 2018 Owner

Thank you! I've released a fix in v0.7.0 🎉

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Development

No branches or pull requests

2 participants

