

## CoCoA-5 - Bug #1261

### ASCII function

25 Mar 2019 13:54 - John Abbott

<b>Status:</b>	Closed	<b>Start date:</b>	25 Mar 2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	John Abbott	<b>% Done:</b>	100%
<b>Category:</b>	bug	<b>Estimated time:</b>	0.55 hour
<b>Target version:</b>	CoCoA-5.3.0	<b>Spent time:</b>	0.55 hour
<b>Description</b>			
The ascii function returns negative values for characters with code greater than 127.			
I think it is better for non-negative ASCII values to be produced, because I believe this is less of a "nasty surprise". The CoCoA-5 manual says nothing.			

### History

#### #1 - 25 Mar 2019 13:57 - John Abbott

- Category set to bug
- Status changed from New to In Progress
- Assignee set to John Abbott
- Target version set to CoCoA-5.3.0
- % Done changed from 0 to 30

I have fixed the code in my local copy (BuiltinFunctions.C) so that it uses **unsigned char** instead of **char**. Now the values produced are non-negative, and all CoCoA-5 tests pass.

**NOTE** new version of BuiltinFunctions.C sent to Anna for checking in.

#### #2 - 27 Aug 2019 11:05 - John Abbott

- Status changed from In Progress to Feedback
- % Done changed from 30 to 90

No reaction in the last 5 months; did Anna test the code (and check it in)?  
Moving to feedback.

#### #3 - 10 Oct 2019 17:35 - John Abbott

- Status changed from Feedback to Closed
- Target version changed from CoCoA-5.3.0 to CoCoA-5.4.2
- % Done changed from 90 to 100
- Estimated time set to 0.55 h

Still no reaction. Anyway, there is a test in exbugs.cocoa5. So we can close.

#### #4 - 10 Oct 2019 19:30 - Anna Maria Bigatti

- Target version changed from CoCoA-5.4.2 to CoCoA-5.3.0