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Subject: Re: no String::Replace() ?

Posted by [mirek](#) on Thu, 30 Aug 2007 14:23:55 GMT

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Seem OK, but perhaps a little bit slow. I think the fast method would be to recreate String - insertion into String can be expensive.

I would do e.g.:

```
String es;
for(const char *q = s; *q; q++) {
    es.Cat(*q);
    if(*q == '\\')
        es.Cat("\\");
}
```

As for inclusion of some Replace to String.h, well, why not, but perhaps not as member function. It is also the question how generic it should be (what you need is sort of special case that can be handled more effectively).

Mirek

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