Subject: Re: Editstring control
Posted by mirek on Wed, 01 Mar 2006 22:55:34 GMT

zsolt wrote on Wed, 01 March 2006 17:36String s = edit.GetData();
const char *cs = ~s;

BTW, instead of .GetData you can use ~ here too, and you do not need '~' for converting as there is operator const char*:

String s = ~edit;
const char *cs = s;

String::operator~ is reserved just for ambiguous cases like

printf("%s", ~s);

Mirek