

---

Subject: Re: Editstring control

Posted by [mirek](#) on Wed, 01 Mar 2006 23:29:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cpu86 wrote on Wed, 01 March 2006 17:59Ok, but I must declare the pointer as a const?

I see...

Yes. Constness is needed to give enough freedom for COW String implementations.

If you want to write those chars, you could use StringBuffer:

String x...

```
StringBuffer xb(x); //Clears x, takes the content
```

```
char *x = xb;
```

```
// do what you want, investigate StringBuffer interface to learn more
```

```
x = xb; // put it back, clears xb
```

Of course, another option is to simply copy String to separate buffer, however StringBuffer guarantees minimal copying.. (if possible, it performs none).

Mirek

---