
Subject: Re: Editstring control

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

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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
