Subject: Re: StringBuffer size [BUG]
Posted by bytefield on Thu, 27 Nov 2008 19:09:18 GMT

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I think it's not a bug. You create a StringBuffer which store 128 chars and they are initialized with FreeFreeFree... to make you know when you use it without being initialized with something. It's easier to debug. Operator << is appending to the end of buffer, so that's why you get FreeFree stuff and also your chars.
If you want to make a StringBuffer initialized for 128 chars and want then to put your chars in it you have to call sb.Clear() to clear the initial content.

Also note that the buffer is filled with FreeFree... just when you have a debug build of your application.