
Subject: Re: Helper for internazionalize arrays of literals

Posted by [mirek](#) on Mon, 11 Jan 2010 10:12:40 GMT

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mdelfede wrote on Mon, 11 January 2010 05:09BTW, I had to change it like this :

```
struct StringTable {  
    const char *s;  
  
    String ToString() const    { return GetLngString(s); }  
    operator const char *() const { return ToString(); }  
    operator String() { return ToString(); }  
    operator Value() { return ToString(); }  
};
```

Otherwise it didn't work here :

```
DropList d;  
int i = 0;  
d.Add(i, myStringTable[i]);
```

Don't know exactly why he didn't pick automatically the char * --> Value conversion. Even adding the String() operator wasn't enough.

Ciao

Max

Well, I believe it is "one-conversion-operator" rule: C++ never goes through more than single conversion. tt_char -> const char * -> Value is two conversions. (And String does not change much there...).

Mirek
