
Subject: BUG?: EditString Text rendering not stable with some Strings

Posted by [kohait00](#) on Wed, 03 Oct 2012 19:52:37 GMT

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Supplying a String like

```
String s = "ab";  
s.Cat('\0');  
edstring.SetData(s);
```

will cause a rendering problem..

I know, a String should be terminated by one '\0' only, but some times preinit sized buffers (String) will be supplied, that have more 0000 following. How is EditString supposed to deal with this?

cheers..

PS: i could find the cause though..
