Subject: Re: BUG?: EditString Text rendering not stable with some Strings
Posted by mirek on Thu, 04 Oct 2012 19:36:16 GMT
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kohait00 wrote on Wed, 03 October 2012 15:52Supplying 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?

Actually, I do not know...

Should we treat it as normal unicode character and display something like box? Or should we change the len of string?

Mirek