Subject: Re: BUG?: EditString Text rendering not stable with some Strings
Posted by mirek on Thu, 04 Oct 2012 19:54:43 GMT

kohait00 wrote on Thu, 04 October 2012 15:49we could stick to the printf rule, the first '\0' is the limiter, no matter how much more there might be..

i dont see any useful case to display things past the '\0' of a string in an EditString..Do you?

What do you mean by changeing len of string? actively editing the String? or simply adjusting the displayed len?

Well, String in U++ is defined as something that actually CAN contain zero characters. So if you are sending something like this into EditString, you sort of expect that these zeroes are editable (say that at least you can see them and delete them).

In fact, in e.g. LineEdit, this is even desired behaviour - you can then edit some "wrong" files and delete the garbage out or something like that. If LineEdit should support this, EditString should behave consistently, correct?