Subject: Re: errors re strings - SOLVED
Posted by nlneilson on Fri, 29 Apr 2016 11:24:41 GMT
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Hi mr ped thanks I did not know there was such a difference and that mixing them could lead to errors,
Most of my apps depend on several header .h 'apps' so I will try and remember what could cause problems.
I have no preference for which string or String, whatever works but I will try to use just one.

mr_ped wrote on Fri, 29 April 2016 01:44std::string and Upp::String are two completely different classes.

So the question is, why do you even use std::string in U++ application (or the other way around, why don't you stick solely to std::string, if you want to keep usage of U++ low and having that part of source usable without U++ Core too).

If your app is strongly U++ dependent, I would go for Upp::String only (except places where you call some external library, which has input as std::string, at that single point I would convert the String to string, but otherwise I would keep internally everything in String).

I often write clean C++ libraries in TheIDE (to be compiled on phone platforms, so I don't use Upp at all), then I use std::string only.

Your mixed way is certainly possible too, but I think it's not giving you any advantage, just confusing.

Neil