
Subject: Re: operation with ascii table character (Pascal x C++/U++)

Posted by [mirek](#) on Sat, 17 Apr 2021 20:05:39 GMT

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Oblivion wrote on Sat, 17 April 2021 18:20Hello BetoValle,

I see. AFAIK there is no such formatter in U++ (it is too specific, IMO).

But it is easy to create one, using operator overloading, for example.

```
String& operator*(String& s, int c)
{
    if(c >= 0x20 && c <= 0x7E)
        s.Cat(c);
    else
        s << "0x" << FormatIntHex(c, c < 256 ? 2 : 4);
    return s;
}
```

```
String& operator*(String& s, const String& q)
{
    for(int c : q) s * c;
    return s;
}
```

```
CONSOLE_APP_MAIN
{
    Vector<String> v;
    for(int i = 0; i < 256; i++) v.Add() * i;
    Cout() << v.ToString();
}
```

Best regards,
Oblivion

BTW, Format is extensible, so you can in fact add this somewhat weird formatter to Format..
