
Subject: Re: Invalid conversion
Posted by [mirek](#) on Sun, 07 Jan 2007 17:36:57 GMT
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```
String text = ....  
const char *s = text;
```

(warning: s valid only till next mutating operation on text).

If you really need char[], you can also do this:

```
char h[...];  
strcpy(h, text);
```

Anyway, beware, there is a danger of buffer overrun (if text.GetLength() is greater than sizeof(h) - 1.)

Alternative, without buffer overrun danger:

```
Buffer<char> h(text.GetLength() + 1);  
memcpy(h, text, text.GetLength() + 1);
```