
Subject: More String Functions [FEATURE REQUEST]

Posted by [Rikus](#) on Wed, 28 Jun 2006 10:59:59 GMT

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May not have found it, but I wonder if it would be possible to add a few more string functions to the String Class and WString Class

1. void Replace(String oldString,String newString); //replaces within string
2. void Replace(char *oldString,char *newString); //replaces within string
3. String Replace(String oldString,String newString); //replaces within new string and returns the new string
4. char[] ToCharArray(); //returns a copy buffer String. The problem is with GetBuffer is if you want to use it to copy the buffer to another buffer (for example temp buffer) you have to
 1. char *buffer = new char[String.GetLength()];
 2. char *strbuffer = String.GetBuffer();
 3. strcpy(buffer,strbuffer);
 4. String.ReleaseBuffer();

where this would be nice

1. char *buffer = String.ToCharArray();

P.S. Topic name edited by fudadmin

Subject: Re: More String Functions [FEATURE REQUEST]

Posted by [mirek](#) on Wed, 28 Jun 2006 12:04:24 GMT

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Add 4:

First of all, GetBuffer is deprecated, you should use StringBuffer instead.

Using "free pointer" data in U++ is quite untypical, reserved just for dirty deep implementation issues, way too untypical for providing the member function.

However, if you need a lot of these, I would recommend using helper function like:

```
char *NewCopy(const String& s);
```

Mirek

Subject: Re: More String Functions [FEATURE REQUEST]

Posted by [Rikus](#) on Wed, 28 Jun 2006 12:06:34 GMT

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Thanks for response. Will try it out.
