Subject: Invalid conversion
Posted by Gatling_Gun on Sun, 07 Jan 2007 12:38:56 GMT
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Help me with this code...

char[10] = text1.GetText().ToString();

Ok char to string is an invalid conversion but I try c_str() but don't recognize it!

Please help me!

Subject: Re: Invalid conversion
Posted by Werner on Sun, 07 Jan 2007 13:50:41 GMT
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Gatling_Gun wrote on Sun, 07 January 2007 13:38Help me with this code...

char[10] = text1.GetText().ToString();

Ok char to string is an invalid conversion but I try c_str() but don't recognize it!

Please help me!

"char[10]" seems to be syntactically wrong (unless you use some preprocessor magic). You might try this:

char ten_characters[10];

But why not simply write:

String a_string = text1.GetText();

If "GetText" returns a pointer to an array of chars, this is automatically casted to a String.

Werner

Subject: Re: Invalid conversion
Posted by Gatling_Gun on Sun, 07 Jan 2007 14:15:59 GMT
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Yes your right (In a hurry I can make some mistake!).
I need to use the char format to iterate for every char and do some hex conversion.
If i try to use GetText() and pass to the char array it return "invalid initializer" why?

Thx

Subject: Re: Invalid conversion
Posted by Gatling_Gun on Sun, 07 Jan 2007 14:18:25 GMT
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If I use this...

char someChar[10] = "Hello!"; <-- It works why? It isn't a string?

Subject: Re: Invalid conversion
Posted by Gatling_Gun on Sun, 07 Jan 2007 17:06:40 GMT
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I need to convert the string returned from GetText()to a char!

Help me please!

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);
```
