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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!

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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 13:38 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!

"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

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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

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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?
```

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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!

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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);
```

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