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Subject: BUG?: EditString Text rendering not stable with some Strings

Posted by [kohait00](#) on Wed, 03 Oct 2012 19:52:37 GMT

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Supplying a String like

```
String s = "ab";  
s.Cat('\0');  
edstring.SetData(s);
```

will cause a rendering problem..

I know, a String should be terminated by one '\0' only, but some times preinit sized buffers (String) will be supplied, that have more 0000 following. How is EditString supposed to deal with this?

cheers..

PS: i could find the cause though..

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Subject: Re: BUG?: EditString Text rendering not stable with some Strings

Posted by [mirek](#) on Thu, 04 Oct 2012 19:36:16 GMT

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kohait00 wrote on Wed, 03 October 2012 15:52Supplying a String like

```
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```

will cause a rendering problem..

I know, a String should be terminated by one '\0' only, but some times preinit sized buffers (String) will be supplied, that have more 0000 following. How is EditString supposed to deal with this?

Actually, I do not know...

Should we treat it as normal unicode character and display something like box? Or should we change the len of string?

Mirek

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Subject: Re: BUG?: EditString Text rendering not stable with some Strings

Posted by [kohait00](#) on Thu, 04 Oct 2012 19:49:40 GMT

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we could stick to the printf rule, the first '\0' is the limiter, no matter how much more there might be..

i dont see any useful case to display things past the '\0' of a string in an EditString..Do you?

What do you mean by changeing len of string? actively editing the String? or simply adjusting the displayed len?

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Subject: Re: BUG?: EditString Text rendering not stable with some Strings

Posted by [mirek](#) on Thu, 04 Oct 2012 19:54:43 GMT

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kohait00 wrote on Thu, 04 October 2012 15:49we could stick to the printf rule, the first '\0' is the limiter, no matter how much more there might be..

i dont see any useful case to display things past the '\0' of a string in an EditString..Do you?

What do you mean by changeing len of string? actively editing the String? or simply adjusting the displayed len?

Well, String in U++ is defined as something that actually CAN contain zero characters. So if you are sending something like this into EditString, you sort of expect that these zeroes are editable (say that at least you can see them and delete them).

In fact, in e.g. LineEdit, this is even desired behaviour - you can then edit some "wrong" files and delete the garbage out or something like that. If LineEdit should support this, EditString should behave consistently, correct?

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Subject: Re: BUG?: EditString Text rendering not stable with some Strings

Posted by [kohait00](#) on Thu, 04 Oct 2012 19:56:50 GMT

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you are right here

vote for that too..

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important is to have a stable behaviour

could you fix that? i couldnt find the spot (long time not dealing with upp now, but always love to come back)

cheers

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Subject: Re: BUG?: EditString Text rendering not stable with some Strings  
Posted by [mirek](#) on Mon, 08 Oct 2012 08:33:26 GMT

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kohait00 wrote on Thu, 04 October 2012 15:56you are right here

vote for that too..

important is to have a stable behaviour

could you fix that? i couldnt find the spot (long time not dealing with upp now, but always love to come back)

cheers

Fixed.

Mirek

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