
Subject: Multiple string-pattern replace

Posted by [mirek](#) on Mon, 22 Sep 2014 09:38:00 GMT

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```
String Replace(const String& s, const Vector<String>& find,  
const Vector<String>& replace)  
String Replace(const String& s, const VectorMap<String, String>& fr)  
WString Replace(const WString& s, const Vector<WString>& find,  
const Vector<WString>& replace)  
WString Replace(const WString& s, const VectorMap<WString, WString>& fr)
```

Replaces multiple patterns with replace texts. When patterns and replaces are specified by VectorMap, keys are patterns. Text replaced is not searched for more instances of patterns. Longest pattern is always used (if patterns:replaces are "hell":"hello" and "hello":"hell", then replacing within "hell hello" produces "hello hell").
