U++ - Feature #260
StringBuffer::SetLength always allocates memory

02/29/2012 09:55 AM - Miroslav Fidler

Status:	Approved	**Start date:**	02/29/2012
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:		**Spent time:**	0.00 hour

Description

It should use internal buffer instead (optimize).

History

#1 - 01/21/2015 02:04 PM - Miroslav Fidler

- Status changed from New to Approved