
Subject: StringBuffer size [BUG]

Posted by [amando1957](#) on Thu, 27 Nov 2008 17:54:19 GMT

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Writing text like this:

```
FileOut f;
StringBuffer sb(128);
sb << "asdf" << ", "
  << 123 << ", " << 3.14;
f.Put( (const char*) sb);
f.Close();
```

it will save to text-file

```
FreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFree
FreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFreeFree
FreeFreeFreeasdf, 123, 3.14
```

Obvious its filled with an arbitrary auto-text.

But I can declare an empty "StringBuffer sb;", then it does not.

Martin
