
Subject: Re: errors re strings

Posted by [mr_ped](#) on Fri, 29 Apr 2016 08:44:17 GMT

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`std::string` and `Upp::String` are two completely different classes.

So the question is, why do you even use `std::string` in U++ application (or the other way around, why don't you stick solely to `std::string`, if you want to keep usage of U++ low and having that part of source usable without U++ Core too).

If your app is strongly U++ dependent, I would go for `Upp::String` only (except places where you call some external library, which has input as `std::string`, at that single point I would convert the `String` to `string`, but otherwise I would keep internally everything in `String`).

I often write clean C++ libraries in TheIDE (to be compiled on phone platforms, so I don't use `Upp` at all), then I use `std::string` only.

Your mixed way is certainly possible too, but I think it's not giving you any advantage, just confusing.
