

tString

Fields

tString has no public fields.

Functions

Return Type	Function Name	Parameters	Description
uint64	length	const	Returns the length of the tString.
void	resize	uint64	Resizes the tString, removing characters and adding null characters as necessary.

Remarks

A tString is the HPL3 type for storing strings, or sequences of characters. They are created through use of a string literal, or a series of characters surrounded by quotation marks (").

```
tString sStr = "This is a string.";
```

A thing to note is that a tString is essentially a wrapper for an array of characters, meaning that you can retrieve characters within a tString by using square bracket ([]) syntax. (Characters in the HPL3 engine are represented by unsigned 8-bit integers, or uint8.)

```
uint8 c = sStr[1];
```

A tString is **Wnull-terminated**, meaning that when a tString is read (for example, in a cLux_AddDebugMessage function), the tString will only process its characters until it reaches a null-character, and characters after the null-character, if any, are ignored.

```
sStr.resize(5);
sStr[] = 'H';
sStr[1] = 'i';
sStr[2] = '\0'; // This is a null-character
sStr[3] = 'Q';
sStr[4] = '9';
cLux_AddDebugMessage(sStr);

// The message as printed:
// Hi
```

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