# FeatStd Util

## FeatStd::StringBuffer and StringBufferAppender

New FeatStd::StringBuffer interface class added for object to string conversion. Please refer to the API documentation for more details.

StringBufferAppender template and StringBuffer::AppendObject are used to append an object to the string buffer. These implementations are available only if FEATSTD_ENABLE_STRINGBUFFER_APPENDER is defined.

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