

FeatStd Util

Utility to safely access Strings character array

Experience showed that users have stored the `char*` from [FeatStd::String::GetCString\(\)](#) resulting in crash when the pointer gets invalid. Therefore a new class [FeatStd::CStringAccess](#) has been introduced. Instances of this class can be initialized by [FeatStd::String::GetCStringAccess\(\)](#). The internal `char*` string is copied (by considering thread safe access). On deletion the memory is overwritten with a pattern before to ease later debugging or core dump analysis.

Revision #2

Created 2023-03-02 01:15:04 UTC by Kanai Tomoaki

Updated 2023-06-13 12:14:16 UTC by Kanai Tomoaki