Concatenating two orxSTRINGs

```
#include "orx.h"
#ifdef __orxMSVC__
    #include "malloc.h"
#endif

...

const orxSTRING stringOne = "I like the beach. ";
const orxSTRING stringTwo = "And I like the waves.";

int length = orxString_GetLength(stringOne) + orxString_GetLength(stringTwo)
+ 1;
#ifdef __orxMSVC__
    orxCHAR *concatenatedString = (orxCHAR *)alloca(length *
sizeof(orxCHAR));
#else /* __orxMSVC__ */
    orxCHAR concatenatedString[length] = {};
#endif /* __orxMSVC__ */

orxString_NPrint(concatenatedString, length * sizeof(orxCHAR), "%s%s",
stringOne, stringTwo);

orxLOG("Your string is %s", concatenatedString);
```

Because the example is using a Variable Length Array in C, Visual Studio's compiler doesn't support this. Provision has to be made for that compiler. Read more about it here.

From:
https://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
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