orxSTRINGs, strings and chars

Orx has orxSTRINGs and a nice bunch of functions for performing all sorts of string tricks. Lots of orx functions require an orxSTRING type as a parameter, and so it's important to know how to get other string types like char arrays and STL strings (std::string) into orxSTRING format.

char[] to orxSTRING

```
    char someCharArray[] = "Honey Bees";

    orxSTRING anOrxString = someCharArray;
```

std::string to orxSTRING

```
    std::string pieceOfString = "Honey Bees";

    orxSTRING anOrxString = (orxCHAR*)pieceOfString.c_str();
```

std::stringstream to orxSTRING

```
    std::stringstream aStringStream;
    aStringStream << "Letters " << 1 << " and numbers " << 999;
    std::string pieceOfString = aStringStream.str();

    orxSTRING anOrxString = (orxCHAR*)pieceOfString.c_str();
```

orxSTRING to std::string

```
    const orxSTRING orxStr = orxObject_GetName(someObject);

    std::string pieceOfString = orxStr;
```

Conversion isn't always necessary, but sometimes you do need to. So this is a handy reference to keep around.

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

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