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Thread: [\[Tut\] C# - Invoking controls.](#)

Local Celeb - October 23, 2010, 7:52 am

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This is a demonstration video on Invoking controls while threading. It can be quite useful :)

BaussHacker - October 23, 2010, 7:56 am

I know this has nothing to do with this, but there isn't different on using String and string, is there? Because I don't remember there is.
I just saw you used String, where I would have used string.
:D

Local Celeb - October 23, 2010, 7:59 am

(Oct 23, 2010 07:56 AM)_CookieCoder Wrote: [\[CITE\]](#) I know this has nothing to do with this, but there isn't different on using String and string, is there?
Because I don't remember there is.
I just saw you used String, where I would have used string.
:D
I have never really known :O

Great question though!

BaussHacker - October 23, 2010, 8:15 am

This was what i found:

Code a string is a sequential collection of Unicode characters that represents text, a String object is a sequential collection of System.Char objects that represents a string

Local Celeb - October 23, 2010, 8:25 am

Ohh okay :)

I see where the difference is :3

Thanks for that!