

Re: Looking for an alternative to L<text>

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-01/1197.html>

From: MSalters (MSalters_at_discussions.microsoft.com)

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"Victor Bazarov" wrote:

...

Here is another option (using wstring):

```
> -----  
> #include <string.h>  
> #include <stdlib.h>  
> #include <iostream>  
> #include <string>  
> #include <algorithm>  
>  
> std::wstring my_mbstowcs(const char* str)  
> {  
>     int len = strlen(str);  
>     std::wstring w(len, 0);  
>     std::copy(str, str + len, w.begin());  
>     return w;  
> }
```

This could be wrong if str contains cp1252 characters; wstring (in VC++) is a UTF-16 encoding. That means the conversion you suggest is a conversion from Latin-1. I think the main differences here are the euro sign and chars in the range [0x80, 0xA0].

Of course, anytime a char* contains characters outside the pure 7 bits ASCII set you must be careful – which is pretty much the reason Unicode exists in the first place.

Regards,
Michiel Salters