

Re: string v.s. basic_string

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-11/msg00487.html>

- *From:* "Jochen Kalmbach [MVP]" <nospam-Jochen.Kalmbach@xxxxxxxxx>
 - *Date:* Tue, 20 Nov 2007 17:28:15 +0100
-

Hi George!

I would like to learn some experiences about when should we use `std::basic_string` and when should we use `std::string`?

I learned some Hello World level samples and now want to listen to your practical experiences. :-)

In "windows-world" you should always use `basic_string`:

```
typedef tstring std::basic_string<TCHAR>;
```

--

Greetings
Jochen

My blog about Win32 and .NET
<http://blog.kalmbachnet.de/>

.