

Re: string v.s. basic_string

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

Of ocourse:

```
typedef std::basic_string<TCHAR> tstring;  
or better:  
typedef std::basic_string<TCHAR> _tstring;
```

You shouldn't start anything with an underscore in light of 17.4.3.1.2 of the standard (and MSFT's own guidelines regarding identifier names at "file scope"). It's also jarring on the eyes IMHO. The use of "tstring" also isn't the issue it once was. Unicode is now pervasive enough that most can just rely on "wchar_t" instead. I still find it hard to do that personally however though the "_T()" macro and cousins has always been an eyesore.

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