

Re: Basic question : Replacing CString when moving from MFC to Win32

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From: John Sway (john_at_aol.com)

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My other (related) question is: if I have a LPTSTR member in a Win32 class, do I need to allocate it's memory manually?

For example:

If my class is :

```
class CPerson
{
    public:
        LPTSTR m_szFirstName;
}
```

do I have to "initiate" or allocate any memory into m_szFirstName in the class constructor?

I am sorry for such a basic question, but I have always used CString variables and have NO idea how to deal with strings directly.

Thanks!

"John Sway" <john@aol.com> wrote in message
news:ekOLbFy9DHA.2804@TK2MSFTNGP09.phx.gbl...

> *We are porting one of our MFC apps to Pocket PC and Smartphone devices.*

Due

> *to disk and memory constraints, we cannot use MFC for these platforms.*

>

> *So I have to convert our MFC-based objects into plain Win32 classes. My*

> *question is what string type do you use for replacing MFC's CString? For*

> *example, if my MFC class is :*

>

> *class CPerson : public CObject*

> {

> *CString m_strFirstName;*

> *CString m_strLastName;*

> }

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>

> *How would I write this in Win32? I realize, the CObject will have to go.*

>

> *Regarding the strings, will they be defined as LPCTSTR or LPTSTR? Does it*

> *make any difference? Also, is there any "base" class like CObject in Win32*

> *that will help when serializing our data?*

>

> *Thanks!*

>

>

>