

## Re: dumb newbie question re unicode

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-01/msg01232.html>

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- *From:* "Vipin" <[Vipin@xxxxxxxxxxx](mailto:Vipin@xxxxxxxxxxx)>
  - *Date:* Wed, 18 Jan 2006 00:13:51 +0530
- 

Platform is win32. I think you have conceptual issues.

So let me explain:–

- 1) when you click add, you get that popup with a edit box for the Configuration:
- 2) Enter any name you would like to over there for example Unicode – Debug for readability reasons. Choose Copy settings from: "..... Debug" click ok
- 3) Repeat step 2 now instead of Debug use Release equivalents.
- 4) Now you do Build–>set active configuration. Now choose the Unicode Debug.
- 5) Goto Properties–>settings. click the c++ tab. Now in the preprocessor definitions add these UNICODE,\_UNICODE to the end of the list.
- 6) Repeat steps (4) and (5), now use the release equivalents for completing the UNICODE– Release settings.

—  
Vipin Aravind  
Microsoft – MVP

"rajas" <[rajas@xxxxxxx](mailto:rajas@xxxxxxx)> wrote in message  
[news:mLazf.14031\\$V.11866@xxxxxxxxxxxxxxxx](mailto:news:mLazf.14031$V.11866@xxxxxxxxxxxxxxxx)  
> Thank you, I have VC 6.  
>  
> When I went to Build I saw the Win32 Debug and Release. When I clicked on  
> the Add button I saw the platform as Win32. Do I add here – I was  
> expecting  
> to see platform Win32 Unicode, hence my question. Do I just call it Win32  
> Unicode (I guess then I could name it anything?).  
>  
> rajas  
>  
> "Vipin" <[Vipin@xxxxxxxxxxx](mailto:Vipin@xxxxxxxxxxx)> wrote in message  
> [news:ekzsnB5GGHA.608@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:ekzsnB5GGHA.608@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

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>> Here are the steps from the beginning to end for vs .net 2003  
>> 1) goto Project -> Properties  
>> 2) Click the configuration manager button  
>> 3) Active solution Configuration: Choose <New> and add one.  
>> 4) Go to Properties->general->Character set, you can change it.  
>>  
>> For vc++6 use this:-  
>>  
>> 1) Build ->Configuration  
>> 2) Click Add and you can add a configuration  
>> 3) Build->SetActive Configuration-> Choose the newly added configuration  
>> 4) Project->settings, go to c++ tab  
>> 5) In the preprocessor definitions add UNICODE,\_UNICODE  
>>  
>>  
>> --  
>> Vipin Aravind  
>> Microsoft - MVP  
>>  
>>  
>> "rajas" <rajas@xxxxxxx> wrote in message  
>> [news:Ev9zf.14025\\$V.8066@xxxxxxxxxxxxxxx](mailto:news:Ev9zf.14025$V.8066@xxxxxxxxxxxxxxx)  
>> > Hi,  
>> >  
>> > I am using MSVC 6. I want to compile my project with and without  
>> > Unicode -  
>> > how do I change the project settings so that I can see Unicode Debug  
>> > and  
>> > Unicode Release?. I read somewhere that I need to use the Setup again  
> and  
>> > Add features to support Unicode & I did that. But I still only see  
>> > Win32  
>> > as  
>> > the platform - no Unicode.  
>> >  
>> > Thanks  
>> >  
>> >  
>>  
>>  
>  
>

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- *Follow-Ups:*
    - ◆ **Re: dumb newbie question re unicode**
      - ◇ *From:* WishfulDoctor

Re: dumb newbie question re unicode

- **References:**

- ◆ **[dumb newbie question re unicode](#)**
  - ◇ From: rajas
- ◆ **[Re: dumb newbie question re unicode](#)**
  - ◇ From: Vipin
- ◆ **[Re: dumb newbie question re unicode](#)**
  - ◇ From: rajas

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