

## Re: Code Page problem in SetWindowText

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2007-09/msg00223.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxxx)>
  - *Date:* Thu, 06 Sep 2007 01:17:21 -0400
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I've had lots of people insist that it is faster to use ANSI apps because "the strings are shorter". They don't realize that since all of Windows is written in Unicode, every ANSI API has to first convert its arguments to Unicode, then call the Unicode version of the API, so ANSI would be inherently slower.

In an experiment I ran, Unicode is on the average slightly faster than ANSI, for something as simple as a repeated SetWindowText, although the variance of the samples is high.  
joe

On Thu, 6 Sep 2007 01:37:34 +0200, "Giovanni Dicanio" <[giovanni.dicanio@xxxxxxxxxxxxx](mailto:giovanni.dicanio@xxxxxxxxxxxxx)> wrote:

"Tom Serface" <[tom.nospam@xxxxxxxxxxxxx](mailto:tom.nospam@xxxxxxxxxxxxx)> ha scritto nel messaggio  
[news:OIPsKEB8HHA.5212@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:OIPsKEB8HHA.5212@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

That's a really good point. I hadn't thought of that before. So I guess if you are moving strings in and out of controls a lot there could even be a performance improvement using Unicode.

Hi Tom,

I completely agree with this analysis by David, at least on the (real) operating systems like Win2K/XP/Vista, that are Unicode-native. (Win9x "toys" are a different thing, maybe there ANSI is faster than Unicode, because they are ANSI/MBCS-native, but the Win9x family is not interesting for me.)

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