

# RE: How to identify two byte characters in an MFC program?

---

*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2008-08/msg00650.html>

---

- *From:* Sachintha <[Sachintha@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:Sachintha@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Mon, 18 Aug 2008 19:26:04 -0700
- 

Thanks guys for all the suggestions.

I tried both above, and there are two major problems with them. Trim() doesn't seem to identify the double byte whitespace while SpanExcluding() doesn't return the characters after the first occurrence of the character we're looking for. So, if my string has a character after a leading whitespace, it still goes inside the if block.

Anywayz, I got around the problem with something a little similar to what you guys have suggested.

I replaced the double byte whitespaces with single byte whitespaces and then checked for single byte whitespaces, and if there are only spaces, I output an error.

Here's the code:

```
[code]
//W ko2DnÜLB<4ADnÜk Y<
csTemp.Replace( TWO_BYTE_SPACE, ONE_BYTE_SPACE );

// W_ W nwU
iStrLen = csTemp.GetLength();

//W nÜ`QB<KiFKÁ§Ã~Y<
for( int i = 0; i < iStrLen; i++){
if( csTemp[i] != SPACE ){
bDataFlag = true;
break;
}
}
[/code]
```

But still I'd love to see the proper way of identifying double byte characters in an MFC program.

Please let me know if you know how to do it...

Thanks again for all the help!

.