

# Re: Using CString on a platform without MFC or OLE – Howto?

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2005-06/msg00134>.

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- *From:* Qwavel <[Qwavel@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:Qwavel@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Fri, 17 Jun 2005 11:08:01 -0700
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I'm converting a bunch of Win32 code.  
The existing code uses the STL and CString, but not MFC or ATL.  
It would be easier to write my own CString class than to rewrite the existing code, and I might have to do that but I'd rather check here first.

Tom.

"Paul G. Tobey [eMVP]" wrote:

> "Don't use CString" is my first suggestion. What's wrong with just using an  
> array of TCHARs? If you feel that you must use the full power of C++, write  
> your own String class. It's not super difficult.  
>  
> Paul T.  
>  
> "Qwavel" <[Qwavel@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:Qwavel@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote in message  
> [news:FE40285C-4C0C-4907-8596-1F9BD1AD0228@xxxxxxxxxxxxxxxxxxxxx](mailto:news:FE40285C-4C0C-4907-8596-1F9BD1AD0228@xxxxxxxxxxxxxxxxxxxxx)  
>> I need some sort of CString, but my WinCE platform doesn't support MFC and  
>> doesn't support OLE so I can't use the ATL version of CString.  
>>  
>> If I try to include "cstring.h" or "atlstr.h" then I get an error that  
>> explains that I can't because "This Windows CE SDK does not support  
>> mini-COM  
>> with OLE...".  
>>  
>> Why does CString depend on OLE?  
>>  
>> Normally I would use CString.h which is a great CString replacement  
>> that  
>> works (almost) everywhere. But this class depends on the standard library  
>> and the WinCE library is non-conformant (it is missing locale) so that  
>> class  
>> doesn't work.  
>>  
>> Any suggestions?  
>>  
>> Thanks.

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• **Follow-Ups:**

- ◆ **[Re: Using CString on a platform without MFC or OLE – Howto?](#)**  
    ◇ From: Paul G. Tobey [eMVP]

• **References:**

- ◆ **[Using CString on a platform without MFC or OLE – Howto?](#)**  
    ◇ From: Qwavel
- ◆ **[Re: Using CString on a platform without MFC or OLE – Howto?](#)**  
    ◇ From: Paul G. Tobey [eMVP]

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