

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

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2005-06/msg00146>.

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- *From:* "J Garcia" <[jggarcia@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:jggarcia@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Fri, 17 Jun 2005 16:19:41 -0400
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I'm confused. I use STL with PB4.2 and eVC++. It took some fiddling to get it setup but it's there in some form or am I misunderstanding you?

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