
Subject: Re: More Unicode questions

Posted by [cbpporter](#) on Mon, 25 May 2009 12:49:05 GMT

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And more fixes. Tested under XP/Vista. Don't have 95/98.

```
String GetComputerName()
{
#ifdef PLATFORM_WIN32
    if (IsWinNT()) {
        wchar temp[256];
        *temp = 0;
        dword w = 255;
        ::GetComputerNameW(temp, &w);
        return WString(temp).ToString();
    }
    else
    {
        char temp[256];
        *temp = 0;
        dword w = 255;
        ::GetComputerNameA(temp, &w);
        return FromSystemCharset(temp);
    }
#else
    char temp[256];
    *temp = 0;
    gethostname(temp, sizeof(temp));
    return FromSystemCharset(temp);
#endif
}
```

```
String GetUserName()
{
#ifdef PLATFORM_WIN32
    if (IsWinNT()) {
        wchar temp[256];
        *temp = 0;
        dword w = 255;
        ::GetUserNameW(temp, &w);
        return WString(temp).ToString();
    }
    else {
        char temp[256];
        *temp = 0;
        dword w = 255;
        ::GetUserNameA(temp, &w);
    }
}
```

```
    return FromSystemCharset(temp);  
}  
#else  
    return Nvl(GetEnv("USER"), "boot");  
#endif  
}
```
