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Subject: Re: cout, cin etc. question

Posted by [tvanriper](#) on Wed, 07 May 2008 02:32:04 GMT

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In Windows, the console can be relatively easily Unicode-aware under an NT-derived OS.

Instead of `std::cout/std::cin/std::cerr`, you'd use `std::wcout/std::wcin/std::wcerr`.

Typically, I like to have some header file with something like the following:

```
#ifdef UNICODE
#define Tcout std::wcout
#define Tcin std::wcin
#define Tcerr std::wcerr
#else // UNICODE
#define Tcout std::cout
#define Tcin std::cin
#define Tcerr std::cerr
#endif // UNICODE
```

In this way, I can use the standard stream classes for working with TCHARs (again, in Windows). I've done this with a number of console applications in the past.

I don't know as much about U++ in these regards, though.

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