
Subject: Re: WinAPI UNICODE question
Posted by [mirek](#) on Mon, 17 Nov 2008 16:14:19 GMT
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cbpporter wrote on Sun, 16 November 2008 16:40Well, I know that, but WCHAR is not available at interface level if I want to achieve my goal.

A couple of years ago, I was trying something similar. I got stuck with all those types like "HWND" etc... - it is mess to avoid using them in as class members... I guess, WCHAR is exactly the same story.

Moreover, you need to expose them in public interface too from time to time. We definitely need methods returning HWND, with LPARAM / WPARAM parameters etc...

Quote:

Such aggressive assumptions are needed, like replacing HANDLE with void*.

Exactly, that is where I have ended I have came to conclusion that it is not worth the trouble.

Quote:

Other elements that are giving me a little trouble are the two .dli. Why was the .dli mechanism used here. The functions seem complicatedly normal Win32 functions which where available already. Is is for the structured call mechanism supplied by .dli or is there another reason?

A/W versions.

Quote:

Also, BLITZ is giving me funny issues. After an hour (or whatever the threshold is) has passed since last edit, I suddenly get duplicate definition errors).

You have not expected free lunch, right?

Mirek
