
Subject: Re: More Unicode questions

Posted by [cbporter](#) on Tue, 26 May 2009 12:29:50 GMT

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And for GetEnv:

```
String GetEnv(const char *id)
{
#if defined(PLATFORM_WIN32)
if (IsWinNT()) {
    WStringBuffer temp(32767);
    WString varname(id);
    int len = GetEnvironmentVariableW(varname, temp, 32766);
    temp.SetLength(len);
    WString value = temp;

    WString newval = GetWinRegStringW(varname,
L"SYSTEM\\CurrentControlSet\\Control\\Session Manager\\Environment",
HKEY_LOCAL_MACHINE);
    if (!newval.IsVoid())
        value = newval;

    newval = GetWinRegStringW(varname, L"Environment", HKEY_CURRENT_USER);
    if (!newval.IsVoid())
        value = newval;

    return value.ToString();
}
else
    return FromSystemCharset(getenv(id));
#else
    return FromSystemCharset(getenv(id));
#endif
}
```
