
Subject: Re: More Unicode questions

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

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And for GetEnv:

```
String GetEnv(const char *id)
{
#ifdef 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
}
```
