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Subject: Reliably converting between `std::vector<uint8_t>` and `WString`

Posted by [steveo](#) on Sat, 21 Nov 2020 23:17:33 GMT

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I have a desire to use some encryption libraries which are not `WString` aware.

How do I reliably take the raw buffer of a `WString` and convert it to a `std::vector<uint8_t>`?

and conversely.

How do I reliably take a buffer thus converted and reliably put it back into a `WString`?

It's been years since I did pointer arithmetic and back in the day we simply ignored `WString` because we could.

```
WString input = "Some unicode text";  
std::vector<uint8_t> bytes(const uint8_t*)input.Begin(), input.GetCount()*sizeof(wchar));  
WString output((const wchar*)bytes.data(), (bytes.size()/sizeof(wchar)));
```