

Converting between UTF-8 strings and UTF-16 strings in C++/WinRT

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C++/WinRT provides a pair of functions for converting between UTF-8 strings (with code units represented as `char`) and UTF-16 strings (code units of `wchar_t`).

The `to_string` function takes a `std::wstring_view` of UTF-16 code units and converts them to a UTF-8 string, represented as a `std::string`.

Conversely, the `to_hstring` function takes a `std::string_view` of UTF-8 code units and converts them to a UTF-16 string, represented as a `winrt::hstring`.

The argument to `to_string` and `to_hstring` can be anything convertible to the corresponding string view type. Types that fall into this category include

Type	Converts to
<code>std::string</code>	<code>std::string_view</code>
<code>std::wstring</code>	<code>std::wstring_view</code>
<code>winrt::hstring</code>	<code>std::wstring_view</code>

We'll put these conversions to good use next time.

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