

Windows Type	Stands For	Size	Base Type	Description
BOOL	Boolean	4 bytes	int	TRUE (1) or FALSE (0)
BYTE	Byte	1 byte	unsigned char	8-bit unsigned value
WORD	Word	2 bytes	unsigned short	16-bit unsigned value
DWORD	Double Word	4 bytes	unsigned long	32-bit unsigned value
LONG	Long Int	4 bytes	long	32-bit signed value
ULONG	Unsigned Long	4 bytes	unsigned long	32-bit unsigned value
CHAR	Character	1 byte	char	ASCII character
WCHAR	Wide Char	2 bytes	wchar_t	Unicode character
TCHAR	TCHAR	1 or 2 bytes	char/wchar_t	Depends on UNICODE setting
LPSTR	Long Pointer to STRing	—	char*	Pointer to ANSI string
LPCSTR	Const version of LPSTR	—	const char*	Read-only ANSI string
LPWSTR	Long Pointer to Wide STRing	—	wchar_t*	Pointer to Unicode string
LPCWSTR	Const Wide string	—	const wchar_t*	Read-only Unicode string
HANDLE	Handle	4 or 8 bytes	void*	Generic reference to resource (file, thread, etc.)
LPVOID	Long Pointer to Void	—	void*	Generic pointer
PVOID	Pointer to Void	—	void*	Same as LPVOID
HRESULT	Handle to Result	4 bytes	long	Success/failure status code
INT	Integer	4 bytes	int	32-bit signed integer
UINT	Unsigned Int	4 bytes	unsigned int	32-bit unsigned integer
SIZE_T	Size Type	4/8 bytes	unsigned int/long	Used for sizes/lengths