

BSTR Byte String Length

Macros

```
#define GET_BSTR_BYTE_LEN(bstr_)
    Retrieve the length of a BSTR containing binary data.

#define SET_BSTR_BYTE_LEN(bstr_, length_)
    Update the length of a BSTR containing binary data.
```

Detailed Description

Get or set the byte length of a BSTR.

Macro Definition Documentation

◆ GET_BSTR_BYTE_LEN

```
#define GET_BSTR_BYTE_LEN ( bstr_ )
```

Value:

```
((UINT *)(void *)(bstr_))[-1]
```

Retrieve the length of a BSTR containing binary data.

This is just a simple macro alternative for SysStringByteLen() to get the length of a BSTR as number of bytes. The null-terminating character is not counted.

Parameters

bstr_ Non-NULL BSTR.

◆ SET_BSTR_BYTE_LEN

```
#define SET_BSTR_BYTE_LEN ( bstr_,
                           length_ )
```

Value:

```
((UINT *)(void *)(bstr_))[-1] = (UINT)(length_)
```

Update the length of a BSTR containing binary data.

This is necessary for uninitialized or default-initialized containers as soon as the content of the string buffer was updated, also if a BSTR is reused with new content of a different length.

Note

No matter if the buffer of the updated string was heap-allocated or not, ensure that the memory boundaries were not violated, the null-terminating character was appended properly and the length to set meets the actual length of the represented data. An update of the length prefix using this macro does not change the size of the allocated memory space.

Parameters

bstr_ Non-NULL BSTR.

length_ Length of the represented data, in bytes. The null-terminating character is not counted.