

# The Windows Runtime `winrt::hstring` and the C++ `std::wstring` are inter-assignable

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Raymond Chen

For the past few days, I've been talking about converting between various string types while avoiding data loss and security issues if an embedded null is present. But in the case where you are dealing with `winrt::hstring` and `std::wstring`, the story is much simpler.

The `winrt::hstring` and `std::wstring` types can simply be assigned to each other. No need to do funny `wstring_view` or `c_str()` nonsense.

```
winrt::hstring h;  
std::wstring s;  
  
h = s; // this works!  
s = h; // this also works!
```

The assignments work because `winrt::hstring` and `std::wstring` both support assignment from `std::wstring_view`, and both `winrt::hstring` and `std::wstring` are convertible to `std::wstring_view`.