

什么是windows文本:windows错误码返回 文本信息的封装类

疯狂代码 <http://www.CrazyCoder.cn/> ĵ:<http://www.CrazyCoder.cn/VC/Article20303.html>

写个实用的小类，用于输出win的错误码文本信息，因为直接使用FormatMessage确实会繁琐一点。所以将类设计成函数对象的形式。默认以英文、方式输出，省去了自己设定语言类别的麻烦。当然自己可以设定语言类别（参看MSDN）。

```
/// 声明
/**
 * @author roofalison
 * @date 2008-09-24-14:03
 * @class windows错误码显示类
 */
#ifndef WIN_ERR_MESSAGE_H
#define WIN_ERR_MESSAGE_H

#include <windows.h>
#include <string>
using std::string;

class WinErrorMessage
{
public :
WinErrorMessage(
DWORD dwErrCode = 0,
DWORD dwLanguageID = MAKELANGID(LANG_ENGLISH, SUBLANG_ENGLISH_US) );
~WinErrorMessage();
void setErrCode(DWORD dwErrCode);
void setLangID(DWORD dwLangID);
operator string();

private :
DWORD m_dwErrCode;
```

```
DWORD m_dwLanguageID;  
bool m_bChanged;  
string m_strErrorMessage;  
};
```

```
#endif
```

```
/// 实现
```

```
/**  
 * @author roofalison  
 * @date 2008-09-24-14:03  
 */  
#include "WinErrorMessage.h"
```

```
WinErrorMessage::WinErrorMessage(DWORD dwErrCode, DWORD dwLanguageID)  
: m_dwErrCode(dwErrCode), m_dwLanguageID(dwLanguageID), m_bChanged(true)  
{  
}
```

```
WinErrorMessage::~WinErrorMessage()  
{  
}
```

```
void WinErrorMessage::setErrCode(DWORD dwErrCode)  
{  
if (m_dwErrCode != dwErrCode)  
{  
m_bChanged = true;  
m_dwErrCode = dwErrCode;  
}  
}
```

```
void WinErrorMessage::setLangID(DWORD dwLanguageID)
```

```
{
if (m_dwLanguageID != dwLanguageID)
{
m_bChanged = true;
m_dwLanguageID = dwLanguageID;
}
}
```

```
WinErrorMessage::operator string()
```

```
{
if (m_bChanged)
{
HLOCAL hLocal = NULL;
BOOL bOK = ::FormatMessage(
FORMAT_MESSAGE_FROM_SYSTEM | FORMAT_MESSAGE_ALLOCATE_BUFFER,
NULL,
m_dwErrCode,
m_dwLanguageID,
(LPTSTR)&hLocal,
0,
NULL
);
m_strErrorMessage = bOK ? string(static_cast<const char*>(hLocal)) : "";
if (NULL != hLocal)
{
::LocalFree(hLocal);
}
m_bChanged = false;
}
return m_strErrorMessage;
}
```

```
// 示例
```

```
#include "WinErrMessage.h"
#include <iostream>
#include <windows.h>
using namespace std;

int main()
{
WinErrMessage win(0x32);
cout << static_cast<string>(win) << endl;
win.setErrCode(0x11);
cout << static_cast<string>(win) << endl;
win.setLangID( MAKELANGID(LANG_CHINESE, SUBLANG_CHINESE_SIMPLIFIED) );
cout << static_cast<string>(win) << endl;
string str = win;
cout << str << endl;
cout << static_cast<string>(WinErrMessage(0x11)) << endl;
return 0;
}
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```