Information on Visual C++ Data Type

This section provides information on the data type used with Visual C++.

For more information, refer to the Microsoft Visual C++ 6.0 documentation.

VARENUM usage key,
[V] - may appear in a VARIANT
[T] - may appear in a TYPEDESC
[P] - may appear in an OLE property set
[S] - may appear in a Safe Array

Item	[V]	[T]	[P]	[S]	Value
VT_EMPTY	*		*		nothing
VT_NUL	*		*		SQL style Null
VT_I2	*	*	*	*	2 byte signed int
VT_I4	*	*	*	*	4 byte signed int
VT_R4	*	*	*	*	4 byte real
VT_R8	*	*	*	*	8 byte real
VT_CY	*	*	*	*	currency
VT_DATE	*	*	*	*	date
VT_BSTR	*	*	*	*	OLE Automation string
VT_DISPATCH	*	*	*	*	IDispatch
VT_ERROR	*	*	*	*	SCODE
VT_BOOL	*	*	*	*	True=-1, False=0
VT_VARIANT	*	*	*	*	VARIANT
VT_UNKNOWN	*	*		*	IUnknown
VT_DECIMAL	*	*		*	16 byte fixed point
VT_RECORD	*		*	*	user defined type
VT_I1	*	*	*	*	signed char
VT_UI1	*	*	*	*	unsigned char
VT_UI2	*	*	*	*	unsigned short
VT_UI4	*	*	*	*	unsigned short
VT_I8		*	*		signed 64-bit int
VT_UI8		*	*		unsigned 64-bit int
VT_INT	*	*	*	*	signed machine int
VT_UINT	*	*		*	unsigned machine int
VT_VOID		*			C style void
VT_HRESULT		*			Standard return type
VT_PTR		*			pointer type
VT_SAFEARRAY		*			(use VT_ARRAY in VARIANT)
VT_CARRAY		*			C style array
VT_USERDEFINED		*			user defined type
VT_LPSTR		*	*		null terminated string
VT_LPWSTR		*	*		wide null terminated string
VT_FILETIME			*		FILETIME
VT_BLOB			*		Length prefixed bytes
VT_STREAM			*		Name of the stream follows
VT_STORAGE			*		Name of the storage follows
VT_STREAMED_OBJECT			*		Stream contains an object

VT_STORED_OBJECT		*	Storage contains an object
VT_BLOB_OBJECT		*	Blob contains an object
VT_CF		*	Clipboard format
VT_CLSID		*	A Class ID
VT_VECTOR		*	simple counted array
VT_ARRAY	*		SAFEARRAY*
VT_BYREF	*		void* for local use
VT_BSTR_BLOB			Reserved for system use