Unicode

wxWidgets supports Unicode and so should you.

Big change in 3.0

Unicode support is transparent now, disregard any tutorials and documentation mentioning `wxT()` or `wxChar` which only apply to the old versions.

`wxString` stores its contents in Unicode but can be constructed from either wide strings or the usual `char*` ones but the latter are always assumed to be in the **current locale encoding**. Use `FromUTF8()` or `FromAscii()` static methods if encoding is known and fixed.

The result of `c_str()` is implicitly convertible to either multibyte or wide string. But multibyte string can be empty if the conversion failed resulting in loss of data which will never be the case with `wc_str()` or `utf8_str()`.

`wxString` is for text

It is **not** a good container for binary data even if `From8BitData()` and `To8BitData()` exist. Use `wxMemoryBuffer` is this is what you need.