Subject: GetUserName fails on WinXP/MinGW
Posted by White_Owl on Mon, 05 Jan 2009 15:26:37 GMT
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My code
```
void MyDlg::MyDlg () {
  username.SetData(GetUserName());
  // username is defined as LineEdit in lay
}
```
Gives an error:
C:/usr/include/winbase.h:1580: error: too few arguments to function `BOOL GetUserNameA(CHAR*, DWORD*)'
I am using U++ 2008.1 Windows installation without MinGW.

And anyway, should not it be GetUserNameW()?