
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()?
