
Subject: Re: GetUserName fails on WinXP/MinGW
Posted by [mirek](#) on Mon, 05 Jan 2009 21:30:28 GMT
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[quote title=White_Owl wrote on Mon, 05 January 2009 10:26]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.

Hard to say without the rest of code. First wild guess is

Upp::GetUserName()

Quote:And anyway, should not it be GetUserNameW()?

Well, maybe it should, but we are still struggling to support Win98...

Most of code is capable of using 'W' variants where being run on WinNT (or better), essentially hiding all encoding details.

(Anyway, we plan to reconsider the whole issue this year. Maybe 10 years of supporting the crappy OS is enough....)

Mirek