
Subject: Re: Symlink/Shortcut support

Posted by [fudadmin](#) on Mon, 01 Feb 2010 20:40:20 GMT

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Hi guys, sorry for big breaks but life sometimes make crude corrections... But I've never stopped working on u++. Hopefully I'll to start posting my contributions if... ok, we will see. And, sorry, I've had symlink in my u++ version for windows for some time.
Some of my code if that helps:

```
bool FindFile::IsShellLinkDir() const //aris002 wrong name? tmp
{
    if (!GetName().EndsWith(".lnk")) //aris002 shell we check ext somewhere outside?
        return false;
    // char linkpath[MAX_PATH];
    LPCSTR linkpath=~path;
    LLOG("IsShellLinkDir getname="<<GetName());
    char szGotPath[MAX_PATH];
    char szDescription[MAX_PATH];
    // WIN32_FIND_DATA wfd;
    HRESULT hres;
    IShellLink* psl;
    CoInitialize(NULL);
    hres = CoCreateInstance(CLSID_ShellLink, NULL, CLSCTX_INPROC_SERVER,
                          IID_IShellLink, (LPVOID *) &psl);
    if(SUCCEEDED(hres)) {
        IPersistFile* ppf;
        psl->QueryInterface(IID_IPersistFile, (void**)&ppf);
        if(SUCCEEDED(hres)) {

            WCHAR szPath[_MAX_PATH] = { 0 };
            MultiByteToWideChar(CP_ACP, 0, linkpath, (int)strlen(linkpath), szPath, _MAX_PATH);
            //not correct? - might be links with different extensions
            //get shortcuts extension from registry? how?

            hres = ppf->Load(szPath, STGM_READ); //Load the shortcut.
            if (SUCCEEDED(hres)) {
                // LLOG("ppf->Load ok!! "<<linkpath);
                hres = psl->GetPath((LPSTR)szGotPath, MAX_PATH,
                                   NULL, SLGP_UNCPRIORITY );
                LLOG("name "<<GetName()<<" target "<<szGotPath);
                // if(SUCCEEDED(hres))
                // LLOG("SUCCEEDED link ");
                ppf->Release();
            }
            psl->Release();
        }
    }
}
```

```

CoUninitialize();
if(SUCCEEDED(hres)) {
    LLOG("SUCCEEDED2 link ");
    return true;
}
else
    return false;
//return SUCCEEDED(hres);
}

```

```

bool ResolveShellLink(const String& path, String& linked) //aris002
{
// char linkpath[MAX_PATH];
LPCSTR linkpath=path;
    LLOG("IsShellLinkDir getname="<<path);
char szGotPath[MAX_PATH];
HRESULT hres;
IShellLink* psl;
CoInitialize(NULL);
hres = CoCreateInstance(CLSID_ShellLink, NULL, CLSCTX_INPROC_SERVER,
    IID_IShellLink, (LPVOID *) &psl);
if(SUCCEEDED(hres)) {
    IPersistFile* ppf;
    psl->QueryInterface(IID_IPersistFile, (void**)&ppf);
    if(SUCCEEDED(hres)) {

        WCHAR szPath[_MAX_PATH] = { 0 };
        MultiByteToWideChar(CP_ACP, 0, linkpath, (int)strlen(linkpath), szPath, _MAX_PATH);
        //not correct? - might be links with different extensions
        //get shortcuts extension from registry? how?

        hres = ppf->Load(szPath, STGM_READ); //Load the shortcut.
        if (SUCCEEDED(hres)) {
            // LLOG("ppf->Load ok!! "<<linkpath);
            hres = psl->GetPath((LPSTR)szGotPath, MAX_PATH,
                NULL, SLGP_UNCPRIORITY );
            LLOG("name "<<linkpath<<" target "<<szGotPath);
            linked=szGotPath;
        }
        // if(SUCCEEDED(hres))
        // LLOG("SUCCEEDED link ");
        ppf->Release();
    }
    psl->Release();
}
}

```

```
CoUninitialize();
if(SUCCEEDED(hres)) {
    LLOG("SUCCEEDED2 RESOLVED link ");
    return true;
}
else
    return false;
//return SUCCEEDED(hres);
}
```

they are not optimal and might need above or somewhere else switching off the check of target existence if I can remember.

Below the whole files attached.

P.S I've got also adapted for older version of FileSel for those with icon overlays. And, sorry i don't use svn because because that's too difficult for me, esp, merging.

Huge thanks to all of you!

File Attachments

- 1) [Path.h](#), downloaded 462 times
 - 2) [Path.cpp](#), downloaded 350 times
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