
Subject: Re: GUI app arguments?

Posted by [dolik.rce](#) on Wed, 29 Dec 2010 18:29:53 GMT

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Hi Kim,

There is a function `CommandLine()` which returns the command line arguments. Typical usage is something like:

```
GUI_APP_MAIN{
    const Vector<String>& cmd=CommandLine();
    for(int i = 0; i < cmd.GetCount(); i++){
        //do something with the argument cmd[i]
    }
}
```

Note, that there is a little difference from `argv` - the vector returned by `CommandLine()` does not start with the name of the program. The rest of the arguments is left as is, only the zeroth element of `argv` is omitted. If you need to know the name under which the app was invoked, you can get that by calling `GetExeTitle()`.

Best regards,
Honza

PS: I forgot to mention that `CommandLine()` of course works also in console applications. The usage is the same as in the example above, just use `CONSOLE_APP_MAIN` macro instead of `GUI_APP_MAIN`.
