## Subject: Re: :( errors on sfx project
Posted by dolik.rce on Tue, 04 Jan 2011 09:15:21 GMT

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Hi Rishi,

You don't have to pass it at all. Just call GetExeTitle() in mai() instead of argv[0].

Actually it is even not very related to U++  You could also solve it in non-U++ way by passing the argv pointer through ButtonApp constructor or by dedicated method.

Honza