

---

Subject: Re: LaunchWebBrowser() problem and perhaps not the best solution  
Posted by [mirek](#) on Wed, 14 Mar 2012 21:37:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

koldo wrote on Wed, 14 March 2012 06:40Hello all

In my XP LaunchWebBrowser() does not work because of ShellExecute.

A possible solution proposed here (<http://stackoverflow.com/questions/1193873/which-reasons-could-make-shellexecute-fail>) is to create a separate thread for executing ShellExecute.

The reason could be this one(Calling Shell Functions and Interfaces from a Multithreaded Apartment: <http://support.microsoft.com/?scid=kb%3Ben-us%3B287087&x=16&y=15>).

The solution works for me. First call to ShellExecuteOpen() fails but second one in a separate thread, works.

However I am not sure if it is a right implementation. Please check it before approve.

```
#if defined(PLATFORM_WIN32) && !defined(PLATFORM_WINCE)
bool ShellExecuteOpen(const char *str)
{
    return 32 < int(ShellExecuteW(NULL, L"open", ToSystemCharsetW(str), NULL, L".",
    SW_SHOWDEFAULT));
}

void LaunchWebBrowser(const String& url)
{
    if (!ShellExecuteOpen(url)) {
        HANDLE handle = CreateThread(NULL, 0,
        (LPTHREAD_START_ROUTINE)&ShellExecuteOpen, (LPVOID)~url, 0, NULL);
        if (handle == NULL)
            return;
        WaitForSingleObject(handle, 500);
        CloseHandle(handle);
    }
}
#endif
```

Looks quite OK with me. Maybe the WaitForSingleObject is not needed...

Mirek

---