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Subject: Re: access to raw command line parameters  
Posted by [unodgs](#) on Wed, 05 Jul 2006 07:04:44 GMT  
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dr\_jumba wrote on Tue, 04 July 2006 12:21Hi,

Is there exist an easy way to access to command line parameters passed to GUI\_APP?

What I need is to pass these parameters to 3rd party library init function.

E.g.

```
SuperLibInit(argc, argv);
```

Thanks.

It seems there is no way to access that variables directly, but you can get command line parameters into string vector using CommandLine() function:

```
const Vector<String> &cmd = CommandLine();  
int cnt = cmd.GetCount();  
const char **argv = new const char*[cnt];
```

```
for(int i = 0; i < cnt; i++)  
    argv[i] = cmd[i];
```

```
SuperLibInit(cnt, argv);
```

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