
Subject: Re: access to raw command line parameters

Posted by [Werner](#) on Sat, 08 Jul 2006 20:08:45 GMT

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unodgs wrote on Wed, 05 July 2006 09:04dr_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 CommnadLine() 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);
```

If the above code doesn't help (it doesn't comply with the C++ standard) you might want to have

snippets, including reference examples!)

Werner
