
Subject: How to find the path for a Directory? - Windows

Posted by [rfdiaz](#) on Thu, 27 Nov 2014 13:04:04 GMT

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Hi,

I'm new to U++ trying to find "paths" under Windows.

This is my test code:

```
#include "stdio.h"
#include <windows.h>
#include <iostream>
#include "Shlwapi.h"
```

```
using namespace std;
```

```
int main(int argc, const char *argv[])
```

```
{
// String for path name.
char buffer_1[MAX_PATH] = "name_1\\name_2";
char *lpStr1;
lpStr1 = buffer_1;
```

```
// String of what is being added.
```

```
char buffer_2[ ] = "name_3";
```

```
char *lpStr2;
lpStr2 = buffer_2;
```

```
cout << "The original path string is  " << lpStr1 << endl;
cout << "The part to append to end is  " << lpStr2 << endl;
bool ret = PathAppend(lpStr1,lpStr2);
cout << "The appended path string is  " << lpStr1 << endl;
return 0;
```

```
}
```

It gives the following error:

PathTest.cpp

PathTest: 1 file(s) built in (0:00.96), 967 msec / file, duration = 983 msec, parallelization 0%
Linking...

C:/upp/out/uppsrc/PathTest/MINGW.Debug.Debug_Full.Main.Sse2\ PathTest.o: In function
'main':

C:/upp/uppsrc/PathTest/PathTest.cpp:21: undefined reference to `__imp__PathAppendA@8'
collect2.exe: error: ld returned 1 exit status

Maybe this is something obvious yet I have not been able to get it...

Searching on the subject I found a post at StackOverflow which suggests that

"You need to add the shlwapi library for linking:

```
gcc -o test test.c -lshlwapi"
```

Thanks for any Path to the solution!!!

Rfdiaz
