Subject: How to find the path for a Directory? - Windows
Posted by rfdiaz on Thu, 27 Nov 2014 13:04:04 GMT
View Forum Message <> Reply to Message

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 msecs / file, duration = 983 msecs, 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