
Subject: Is it possible ?

Posted by [Xemuth](#) on Thu, 16 May 2019 11:55:42 GMT

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Hello Community !

Today I asked myself a question:

Here is part on code on my "OldVersion.exe"

```
const int VERSION = 1;
std::string s = std::to_string(VERSION);
bool needAnUpdate=false;
s << " " << &needAnUpdate;
char* cmd =(char*) s.c_str();
BOOL result = CreateProcess(
"C:\\Upp\\upp\\out\\MyApps\\MINGW.Debug.Debug_Full.Noblitz\\newVersion.exe", //New Version
const int is 2
    cmd, NULL, NULL, // here we past version of current .exe
    NULL, NULL, NULL, NULL,
    &lpStartupInfo,
    &lpProcessInfo
);
if (result)
{
    if(needAnUpdate){
        //Then my soft need to update itself.
    }
}
```

As you can see, this old version have const int VERSION = 1.

here is NewVersion.exe :

```
const int VERSION =2;
if(argc > 1){
    Upp::String arg(argv[1]); //transform args to string
    Upp::String version = arg.Left(arg.Find(" ") -1); //here I get version
    pp::String addrBool = arg.Right(arg.GetCount() - arg.Find(" ")); //Here I got adresse of my
    Boolean at string format

    int versionToTest = std::stoi(version.ToStd());
    if (VERSION > versionToTest){
        // Here I cast my addrBool (string) to bool* (I dont know how to do it :/ )
    }
    //Here I end the programme
}
```

with this "methode" I should be able to know if oldVersion is outdated.

But it's possible ? It's a good idea to do those "stranges" things ? Maybe I should just use a textFile holding current version of newVersion.exe ?

Thanks for taking time to read and respond my Strange question.

Best Regard,

Xemuth
