
Subject: Re: read argument count/vector in GUI
Posted by [Klugier](#) on Sun, 27 Dec 2020 13:09:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

This is the same as for CONSOLE_APP_MAIN:

```
GUI_APP_MAIN
{
    const Vector<String>& arguments = CommandLine();
    for (int i = 0; i < arguments.GetCount(); i++)
    {

    }
}
```

Klugier
