
Subject: read argument count/vector in GUI
Posted by [BetoValle](#) on Sun, 27 Dec 2020 12:52:10 GMT
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Hi,
is there any way to retrieve the arguments passed in a GUI application?

```
GUI_APP_MAIN {  
  
    //int main(int argc, char* argv[])  
    //to read argc and argv  
}
```

thanks

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

Subject: Re: read argument count/vector in GUI
Posted by [BetoValle](#) on Sun, 27 Dec 2020 14:15:13 GMT
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Hi,

thanks!
